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January/February 1979 $1.25

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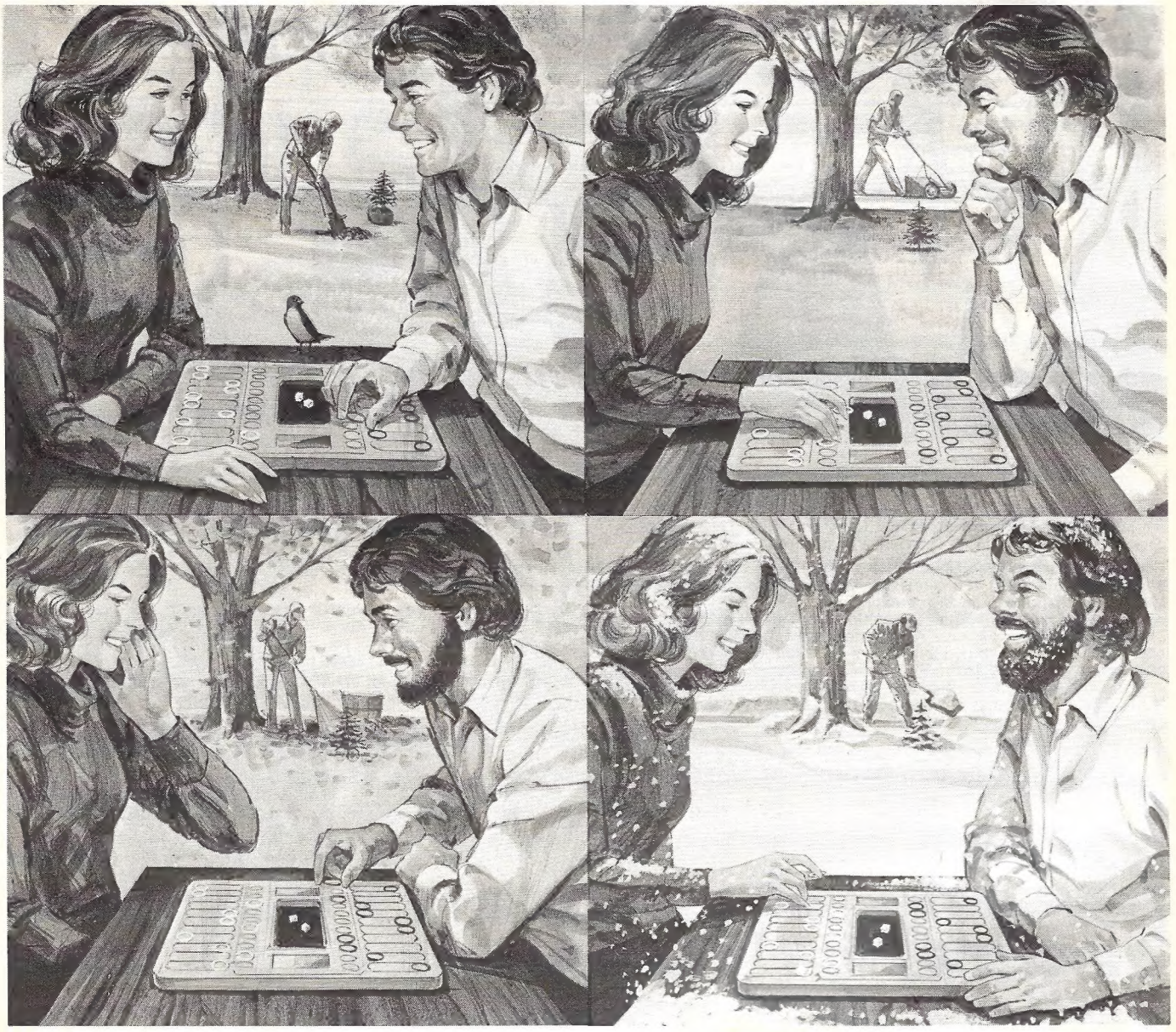

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January/February 1979

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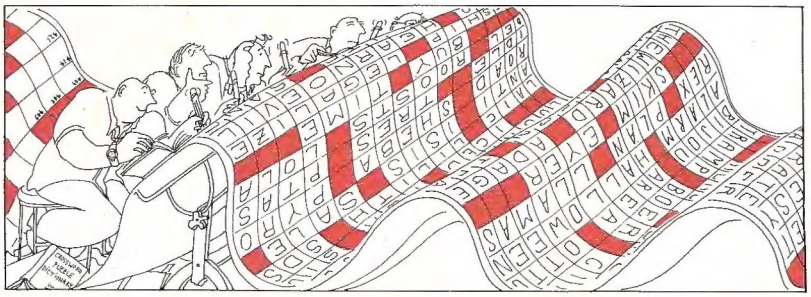

Andrea Albahae

Is the Crossword Competition Here to Stay?

I traveled to the First "World-Class" Crossword Marathon in suburban Cleveland September 15–17 with the aim of reporting on what promised to be a most auspicious event. I even entered the twenty-four-hour competition to be able to speak about it at first hand. So it's just a little embarrassing now to have to tell you who the winner was: Mike Donner. But there's no turning back; the event itself has already received a lot of attention in the media—and deservedly so. True, it wasn't the first crossword competition ever. In England, they've been doing this sort of thing for years with their British-style puzzles based largely on puns and anagram clues; and GAMES contributor Will Shortz ran a very successful but quite different gathering of the pencils last winter in Connecticut which, like the Cleveland event, will surely become a perennial (see page 9). But what was so remarkable in Cleveland was the national and even international scope, the grueling and comradely conditions, and the momentum that seems to have been gained there for crossword competitions in general.

With a budget of only $3,500, including a $2,000 purse for the five winners, the sponsors and hosts, Hemming-Hulburt Booksellers, were able to draw attention to their establishment while providing one *hell* of a weekend there for 186 entrants (32 finishers) from both coasts and lots of places in between. Madame Crossword, Margaret Farrar, was there to give the awards, as were Will Weng and Gene Maleska, past and present crossword editors all, of the *New York Times.*

I won't say another word about the puzzle itself because we are presenting it, along with the tournament rules, on pages 38–39, as The Ornery Puzzle of the Century. I, for one, literally bled over it (nosebleed at 4 A.M.—back in the race at 4:30). If you decide to try it, don't say we didn't warn you. GAMES contributor Jordan Lasher is to blame, and he did a fantastic job. Every clue is absolutely fair and unforgivably difficult. He spent seventy-two hours constructing it.

As for the marathon experience, it could only be described as surreal. Imagine having to choose from among a bookstore's 30,000 volumes to discover where any given answer word was buried. Or turning the corner into the dimly lit mythology section at 3 A.M. and finding a total stranger cussing about the same Babylonian goddess you were cussing about. Or driving, catatonic, five miles to the nearest library only to realize you'd left your puzzle at the bookstore. Or wondering why you were doing this, or indeed what you were doing, or whether you were doing anything at all.

Even after a comatose thirteen-hour sleep, I was still seeing black and white squares, but I wouldn't have missed it for all the *Camellia sinensis* in China. Anyone interested in holding similar events may contact Nat Howard, the promoter, for the benefit of his experience (216-522-1367). And let us know of your plans so we can help spread the word.

Good luck!

Michael Donner

Michael Donner

GAMES

January/February 1979
Volume 3, Issue 1

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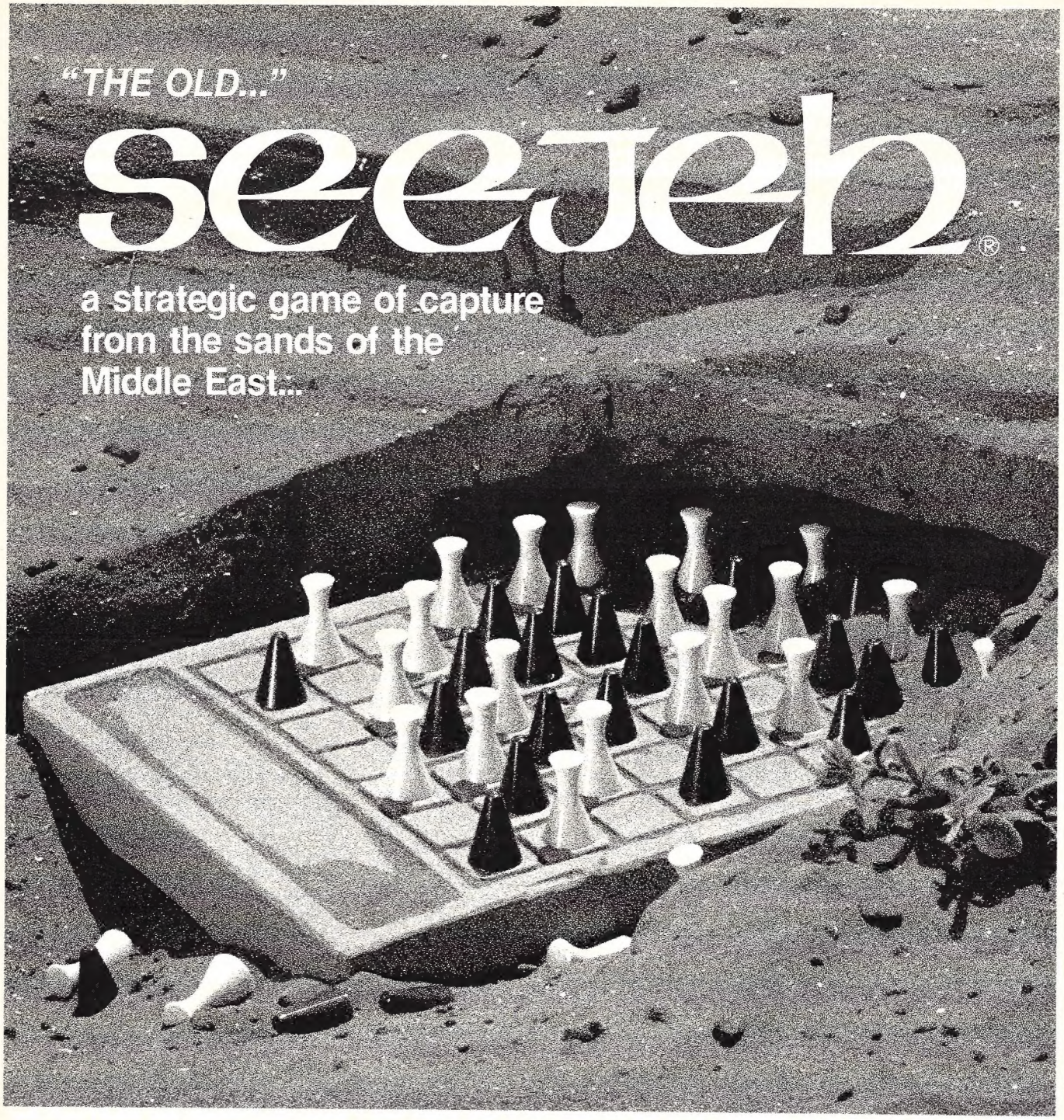

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LETTERS

Back Issues

I have been getting your magazine from a handy newsstand but my earliest copy is the January/February 1978 issue. As I understand it, there were two issues prior to that—could you advise me (and perhaps all readers/collectors) on how to get back issues.

J. Henri Schueler
Toronto, Ontario

All back issues can still be obtained by sending $2.00 per issue to GAMES, 515 Madison Avenue, New York, NY 10022.—Ed.

Contest Information

After reading Gloria Rosenthal's fine article on contests ("Twenty-Five Words or Less," November/December, page 13), I found one important detail missing—*Fell's Official Guide to Prize Contests and How to Win Them,* published by Frederick Fell, Inc., New York City. This book is literally considered the "contest Bible." It provides information on how to win in every major contest category, how to keep informed of latest prize offers, plus scores of "inside tips" revealed by a long-experienced contest expert. The *Guide* may be ordered directly from the publisher or purchased in bookstores. It retails for $5.95.

Selma Glasser
Brooklyn, NY

Jungle Game

In the September/October issue, "The Jungle Game" (page 44) looked like fun to play. Do you have any idea of where one could go to purchase a ready-made set?

James Chamberlain
Lindenwood, IL

No, but . . .

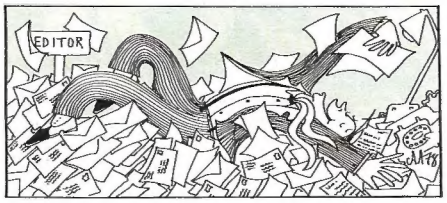
I wanted to preserve the Jungle Game for permanent use, so I decided to use the back of a boardgame I already have. I glued the gameboard page on the back of one of my chess boards. I cut out the pieces and the instructions and glued them to stiff cardboard. After it all dried, I covered it with several coats of clear plastic spray. One advantage of doing it this way is that you can store the playing pieces with the other game. Now I have a fine Jungle Game that cost me practically nothing.

Andy Berisford
Glenville, WV

Did you notice the similarities between The Jungle Game and Stratego? It seems Stratego's inventor wasn't as ingenious as he might want us to think.

Robert Woodward
Fitchville, CT

Yes, there are similarities, but Stratego also differs in a number of original and interesting ways.—Ed.



How Now?

In "An Experiment in Creativity and Good Will" (September/October, page 41), you wrote, "The cow, having successfully cleared the moon on her first jump, was now plummeting back toward earth." But the cow should be stuck in lunar orbit.

Gary Yokota
Los Gatos, CA

Postmark Brouhaha

I am distressed by the "earliest-postmark" tiebreak in your Millionaire II contest (September/October, page 18). It penalizes all those who are cursed with a mailman who delivers magazines earlier to some subscribers, and much later to your more remote subscribers.

John S. Wicklund
Wheaton, MD

Thanks for your first—and hopefully *not* the last—Calculatrivia Marathon (November/December, page 22). I think that you will probably receive several entries with the correct value for x. In view of your other outstanding contests in which the winner was the entrant with the earliest postmark, it seems a shame to throw all the correct entries in this contest into a big bin and draw out a single piece of paper. Being first ought to count for something.

Robert L. Hall
Utica, MI

Well, you can't please all of the people all of the time. . . . And random drawing seems the fairer way to break ties among readers who receive their magazines as much as several weeks apart.—Ed.

De Gustibus

Your crossword puzzles are too hard.

Frank Engle
San Francisco, CA

Your crossword puzzles are too easy.

Alice Mattison
New Haven, CT

Try the crossword puzzle on pages 38, 39.—Ed.

I've always found puzzle books to be all too easy or all too hard. But not GAMES—it has something for everyone.

Cora Martin
Pratt, KS

Can You Help?

Years ago there was a miniature table-top golf course made—an exact replica of miniature golf—that had golf sticks and ball bearings for the balls. The courses were made of wood and lined with green material. I enjoyed the game as a child and would love to find one for my children.

Mrs. John R. Eickhorn
Decatur, IN

I am trying to locate Trade Winds, a game once made by Parker Brothers. Friends of mine have entirely worn out their copy and are looking in vain for a replacement. I would be happy to buy a second-hand copy, if any of your readers has one tucked away on a shelf with other "retired" games.

Mrs. Ralph Harrison
Newport News, VA

Send information c/o GAMES, 515 Madison Avenue, New York, NY 10022.—Ed.

Who's Who of Dominoes

In your May/June "Bookshelf" (page 54), you refer to Dominic Armanino as "the world's foremost authority" (on dominoes). By what authority do you so canonize Mr. Armanino? While he does play a mean game of Muggins (or 5-Up as he prefers to call it), he is by no means an authority on dominoes in general. My own candidate for the title would be Fredrick Berndt of San Francisco, who not only knows all the old games but has invented many of his own, including solitaire games, and has composed more than two thousand domino puzzles, some of them unquestionably puzzle masterpieces.

William Mulholland
San Francisco, CA

. . . and a Bottle of Rum

Whoopee, I did it, I really did it! Hours and hours (my husband says thirty) and five books later, I got *all* the "Execrable Shapes" (September/October, page 20). The last one I found was #4, Barbados. I spotted it in a magazine ad for Barbados Rum.

Marge Miller
New Haven, CT

Calculatrivia Trauma

Congratulations on the most imaginative challenge I've ever seen. I couldn't get to sleep until I found a friend who had a Monopoly board so that I could count the properties. And you have no idea what trauma I went through before I found out than an isotope and its element have the same atomic number. Please give us more Calculatrivia in the future.

Bruce Harshbarger
Greensboro, NC

Rescued

This letter is written to express my appreciation of GAMES, which saved me from insanity when I was recently marooned on the seventeenth floor of a hotel in Warsaw. The weather was too bad for sightseeing, the TV programs were in Polish, but with your puzzles and mind-benders, time passed quickly.

Alice Godfrey
Los Gatos, CA

Greetings

I enjoyed the "Greetings" contest (September/October, page 59) very much. It was such fun having a chance to be a little crazy and also having a more or less captive audience in you people.

Patricia Harrington
North Olmsted, OH

LAUNDRY BASKET

The rules of the game—it is a game, isn't it?—are: If a reader finds a mistake that affects the play of a game, or a significant error of fact, and we agree the slip needs to be laundered, we'll publish the first or most entertaining letter that points it out. If we publish your letter in the Laundry Basket, we'll thank you with a GAMES T-Shirt.

Mistakes: September/October

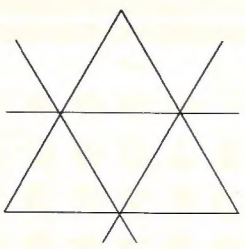
★ Didn't your Scrabble expert miss the boat by not calling his opponent's hand on JODPHUR? My old Funk & Wagnalls gives JODHPUR, meaning riding breeches, but doesn't list JODPHUR.

Ethel Waldrip
Belton, TX

He must have been intimidated after losing the challenge on SOZINES the previous turn.—Ed.

★ In the "Eureka" column on page 63, the solution presented to the "Foul Play" match problem is incorrect. The original problem states that there must be exactly four equilateral triangles, but the solution in "Eureka" has five—one large one and four small ones.

Ron Breid
Rochester, MN



★ In the "World's Most Ornery Crossword Puzzle" (page 37, clue 101 across) the skates are golden. In the story of Hans Brinker, the skates are *silver.*

John W. Walker
Cambridge Springs, PA

★ In the "World's Most Ornery Crossword Puzzle," the "hard" and "easy" definitions for 134 down read "Tevya's friend" and "*Fiddler on the Roof* role," and the answer given is "Topol." Topol, however, was the *actor* who *played* Tevya in the movie version of *Fiddler on the Roof.*

Eric M. Berman
Crown Point, IN

★ The clue for 24 across in the British crossword on page 25 calls for a nine-letter word. However, the answer—STRATEGIST—contains ten.

Tim Cowell
Chloride, AZ

★ In "Postmaster's Nightmare," page 22, the wrong date is given for stamp number two. In an old stamp book I noticed that the St. Kitts-Nevis stamp showing Columbus looking for land was dated 1903, not 1920.

Daniel Drop
Poughkeepsie, NY

The stamp shown was actually from the 1905-18 series, indistinguishable from the 1903 issue without an examination of the watermark on the reverse side.—Ed.

★ In "Postmaster's Nightmare" the error that the author alleges in stamp number one is in fact a matter of perspective. My experience as an artist and with flags tells me that the flag on the stamp suggests that only a mild breeze is blowing towards and to the right of the vantage point offered by the artist. In such a breeze, a flag tends to "flip-flop" from side to side covering a large angle on either side of the flag pole. A stiff breeze would cause the flag to flap crisply. Evidently, the artist chose this position for the flag because the flag would have been only partially visible from the other side of the pole. Thus what we have rather than an error is an interesting and seemingly erroneous "trompe-l'oeil."

George Lortie
Montreal, Quebec

★ In Chess Problem C (Larsen-Rogoff), on page 46, Black can postpone mate in four. After 1. Ralxa7+, Kb7xa7; 2. Qf3xc6, Black can delay the mate until move five by taking the bishop at g3 out of play in any of three ways: 2... . e6-e5; or . . . Be7-d6; or . . . h4xg3. Black can do even better by giving up his queen early: 2... . Qd8-a5.

Alan Goldberg
Baltimore, MD

November/December

★ *The miniatures that appeared with "Stalking the Wild Hexagon" (page 16) were provided by The Compleat Strategist, New York City. An acknowledgment was inadvertently omitted.—Ed.*

★ In Photocrime on pages 38 and 39, I noticed the small numerals between the photographs that tell in which order they were taken; and the crime could not possibly have taken place in the order indicated.

Andy Freeman
Nashville, TN

So much for artistic license.—Ed.

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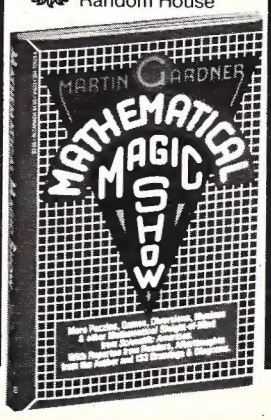
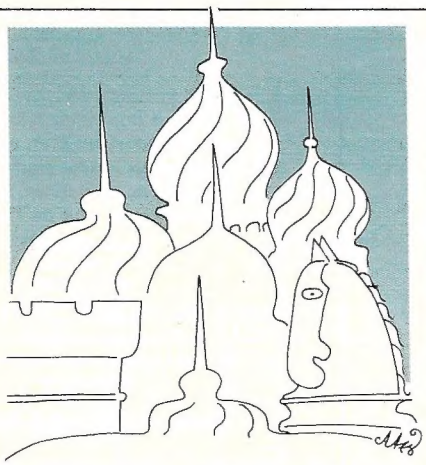


GAMEBITS



Illustrations by Andrea Albahae

KARPOV RETAINS CHESS CROWN

Surviving loss of weight, eighteen typhoons, occasional earthquakes, and three months of political protests and other psychological ploys by his opponent, World Chess Champion Anatoly Karpov of the Soviet Union has successfully defended his title against Soviet expatriate Viktor Korchnoi in Baguio City, Philippines. Korchnoi resigned the thirty-second game of the match on October 18, giving Karpov his required sixth victory—against five wins for Korchnoi and 21 draws.

Karpov often seemed to lack his customary precision during the match. This may have been caused by his over-estimation of his lead, the success of Korchnoi's psychological offensive, or simply the difficulty in playing against Korchnoi's energetic and original style of play. Korchnoi's downfall proved to be his habit of running short of time and his fondness for risky positions. What may be remembered most about this match is the tremendous strength of character displayed by both players: Korchnoi, in coming back dramatically to tie the match after trailing by a seemingly hopeless 5-2 deficit; and Karpov, in overcoming this shift in momentum to win a brilliant and convincing victory in the final game. —S.L.

ANYONE CAN WIN

A very popular game of chance these days is the write-in sweepstakes. All you need in order to enter is a stamp, an envelope, and *two* 3 x 5 cards or pieces of paper — one on which to print your own name, address, and zip code; the other on which to print (in CAPITAL LETTERS) the name of the sponsor's product. Every entrant has an equal opportunity to win prizes ranging from fantastic trips to toy monkeys.

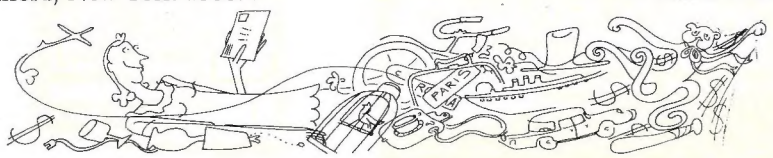
The following sweeps have a January 31st postmark deadline:

Vicks' big prize is your choice of a trip to Europe or the Orient. On the sponsor card print VICKS or VICTORS. Mail cards to: Vicks/Victors, "You Can't Top It" Sweepstakes, P.O. Box 1323, Great Neck, New York 10023.

Walt Disney Corp. is giving away fifty trips to Disney World (Florida) or Disneyland (California)—your choice—for one parent and one child under twelve. On the sponsor card print HAPPY BIRTHDAY MICKEY. Mail cards to: Happy Birthday Mickey, P.O. Box 8300, Blair, Nebraska 68009.

In February: *Close-Up Toothpaste* offers a seven-day cruise for two aboard a Holland America ship, and almost three thousand other prizes. Entries must be received by February 28. Again, your name, address, and zip on one 3 x 5 and on the other, the words CLOSE-UP plus CLOSE-UP GIVES YOU WHITER TEETH AND FRESH BREATH.

If you would like to obtain a sample issue of a monthly bulletin listing all sweepstakes prizes and deadlines, send 75 cents to *Golden Chances*, P.O. Box 655, S. Pasadena, California 91030, or to *Eggleston Enterprize*, 21 Main Street, Milford, New York 13807. — Selma Glasser



COLLECT ONE FREE TOURNAMENT KIT

You may remember the last World Monopoly Championship, held in Monte Carlo in October, 1977 (see March/April, page 10). Well, Parker Brothers is already gearing up for the next one, tentatively scheduled for the spring of 1980. Winners of local tournaments will advance to regional playoffs, and regional winners will compete in a national tournament to determine the United States representative in the finals.

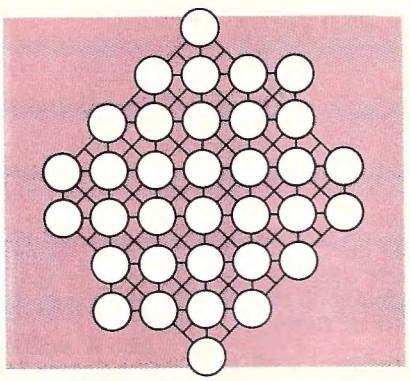
How does one go about entering a local tournament? It's simple—if you don't hear of one in your area, you can run one yourself! Parker Brothers has put together a Monopoly Tournament Kit, which will tell you how to organize, publicize, and run an official qualifying tournament. The free kit even covers such details as how to resolve some of the most frequently asked questions concerning the rules. For information, write to: Monopoly Tournament Director, Parker Brothers, 50 Dunham Road, Beverly, Massachusetts 01915. —R.W.S.

KWATRO

Loren Dunton is a man with strange obsessions and many talents. At age forty-four, he gave up a successful career as a sales consultant to embark on a year's trip around the world. Upon his return he plunged into financial planning for the retired, and a book, *The Vintage Years . . . Be Glad You're Growing Older.*

Then came Kwatro , which he created in answer to his daughter's plea for a game that was fast and fun. The board is as shown. Two players take turns placing their mark—X or O—in any open circle. Getting four marks in a line, with no opponent's mark intervening, wins. Simple enough for kids, to be sure. But with millions of playing sequences and 47 different ways to win, Kwatro fits Dunton's requirement that the game be challenging for adults as well.

Kwatro is available on pads, on cardboard boards, on wooden boards, as a gas-station premium, and a Braille version is in the works. —S.S.



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ONLY MAPPITOLOGISTS NEED APPLY

The original St. Valentine's Day Massacre was held almost fifty years ago, but it has been "revived" for the last fifteen years into the most cunning of map contests. In its latest incarnation, over 1,600 contestants vicariously wended their way through a predetermined course in the *Rand McNally Road Atlas.*

It was a heartless contest, some thought. The course was repeatedly booby-trapped so that contestants could go from "here to there" without any apparent problems. The catch was to determine the single correct "here to there" out of anywhere from two to twenty-two workable routes at various points along the way. A contestant's success was measured by answers to 128 multiple choice questions interspersed throughout the narrative instructions. Average score: 60 wrong.

Tied for first place with only 5 wrong were Ken Johnson of New Preston, Connecticut, and Ira Meislik of Montclair, New Jersey. Both received commemorative plaques.

The 1979 Massacre will run from New York to San Francisco, getting underway the first of the year, with entries accepted as late as Valentine's Day. The deadline for completion of the journey is February 28th. More information can be obtained by writing to: MASSACRE, P.O. Box 378K, Murrysville, PA 15668. The $17 (US) entry fee includes the atlas.

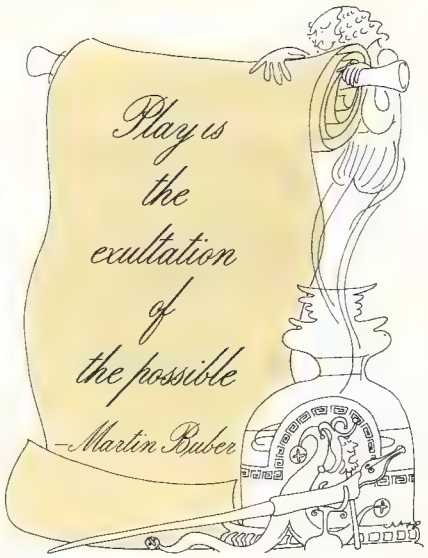
—Robert Lues

CROSSWORD TOURNAMENT RETURNS TO CONNECTICUT

The Second Annual American Crossword Puzzle Tournament convenes March 3-4 this year at the Stamford Marriott Hotel. A test of speed and accuracy, the event features five rounds of puzzles by top-notch constructors, and cash prizes. For further information, call 203-357-9555, or write Crossword Tournament, Stamford Marriott Hotel, Two Stamford Forum, Stamford, Connecticut 06901.

LITERATI TO PLAY

When the conference on Twentieth-Century Literature convenes in Louisville on February 22, the topic will be games. Buffoonery and pranks, bettors and backers, games academic, social, linguistic, and yes, literature itself as a game are apt to be discussed. Original poetry and fiction relating to games and play will also be read. The feature speaker will be Maxime Kumin. For information, write to Dr. Marilyn Schuler, Conference on Twentieth-Century Literature, Department of Modern Languages, University of Louisville, Louisville, Kentucky 40208.



LEVY DEFEATS COMPUTER, BUT . . .

Ten years ago, international master David Levy made a standing bet of £1,250 that no computer would defeat him in a chess match by August 31, 1978 (see November/December, page 10). An eleventh-hour attempt by computer programmers to win the bet took place in Toronto, where Levy played a five-game match against CHESS 4.7, a program developed by David Slate and Peter Atkins of Northwestern University. Levy won $3\frac{1}{2}$-$1\frac{1}{2}$, but in the first game he became the first international master to suffer a draw against a computer under normal tournament conditions. Then in game four, Levy as Black tried a Latvian Gambit and was beaten in a somewhat dull game in which CHESS 4.7 forced an early queen exchange and held onto the extra pawn it had won in the opening. Levy said after the match that he would not risk extending the bet an additional ten years.

—R.W.S.

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Alphabet Tales

and other mind-bending diversions from the National Puzzlers' League

by Will Shortz

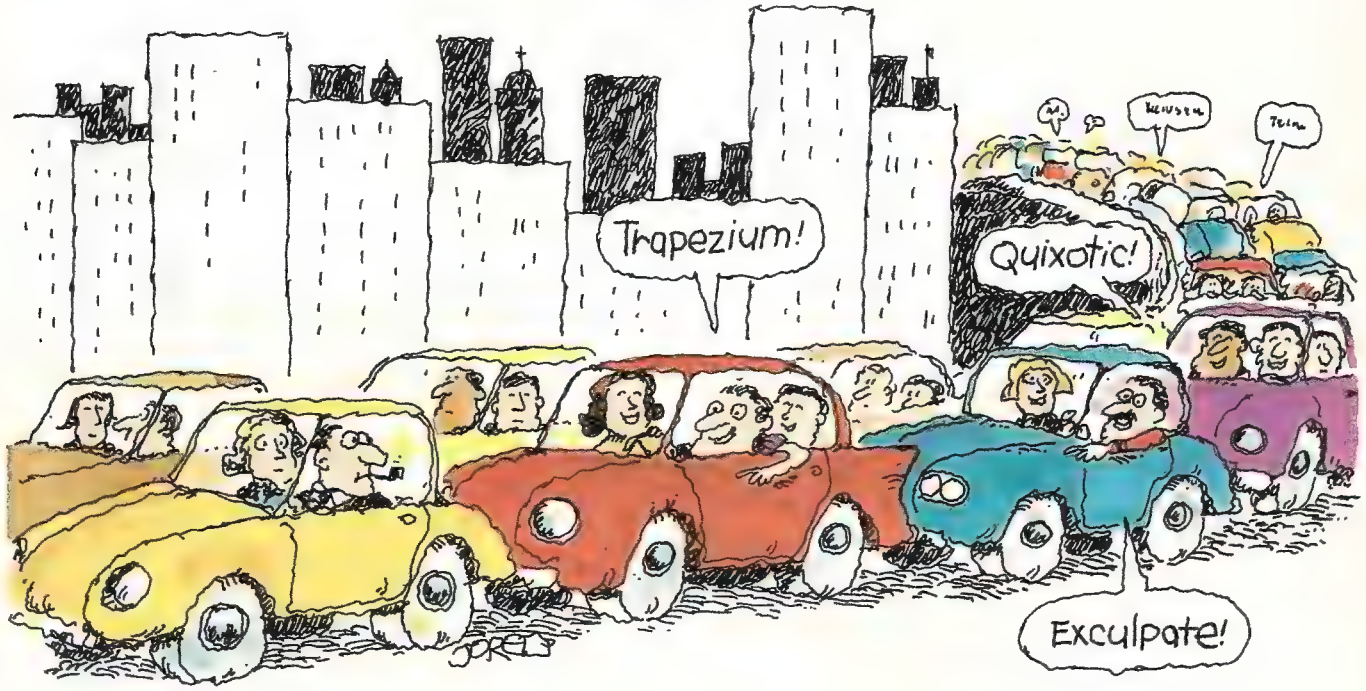


Illustration by Jared D Lee

Fifty puzzlers, myself included, were studying a card that showed the letters PZM. "What is the shortest word," our tormentor asked, "that contains these three letters in sequential, but not necessarily consecutive order?"

"PUZZLEMENT!" someone shouted.

Pause. "No, TRAPEZIUM!" cried another. TRAPEZIUM was the winner by a letter.

The scene was the opening night of the 139th convention of the National Puzzlers' League (NPL) held in Princeton, New Jersey, last summer. Members aged fifteen to eighty-one traveled from as far away as England, California, North Dakota, and Florida for the pleasure of bending their brains with fellow puzzlers. It was a three-day weekend of anagrams, charades, games, and outrageous wordplay, with members providing the entertainment.

If you're wondering how we devise challenges like the letter triplet PZM above, imagine yourself an inveterate puzzler driving home from *last* year's convention, staring at the letters on license plates on the highway. Thus was born "The License Plate Game," which a member, who puzzles under the nom de plume Ajax, perpetrated at this year's convention.

The crowd divided into two teams. Ajax displayed QXT and a chorus of solvers on both sides yelled "QUIXOTIC." XLP brought forth EXCULPATE, but the winning word was OXLIP, four letters shorter. You might try to match our best efforts on XHQ, KKK, MYM, and QQM. The word authority was *Webster's Third* Unabridged. Hyphenated words were not allowed. Proper names were allowed only if there were no others words regardless of length.

One person who probably wouldn't have enjoyed our gathering was Joseph Addison, the eighteenth-century English essayist who found puns the lowest form of human wit. The best/worst punning came in the form of the game "Definition," adapted from a Canadian TV game show of the same name by an NPL member whom we call Señor. He announced a clue like "What overeating makes you," and simultaneously flashed a set of dashes on a screen, indicating the number of letters in each word in the answer. He filled letters in the dashes one by one in alphabetical order (from left to right when there were more than one of the same letter) until someone found the solution. After three letters (one of them used twice) for the clue given above, the screen would show:

_ _ _ C _ _ _ _ E _ _ _ _ A C _

The answer, greeted by unanimous groans, was THICK TO THE STOMACH. Actually, the answer came with only the letter A revealed; many were guessed with no letters showing. Try these:

Writing a phony will

_ _ _ _ _ _ G _ _ H E _ _ _

X-rated orchestra

_ A _ A D _ I _ _ I _ _

Listing the parts of the body

A _ _ _ A _ _ _ C _ _ A _

Puns were also at play in "The Tonto Game," a little-known party game invented by writer/performer Pat McCormick. The person playing Tonto stands in front of the group and fields questions on famous people's names. When asked "Does buxom actress make good on her promises?" Tonto would say, "No, Raquel Welch."

A good Tonto could elicit laughs by lowering his or her voice and emulating the Kemo Sabe's faithful companion. "Is Austrian composer accepting his punishment?"

"No," Tonto would say, "Joseph Haydn."

The time limit for each answer was fifteen seconds; if Tonto missed, he sat down and the person who asked the

question came to the front. Questions Tonto considered unfair, he could appeal to a panel of three judges.

Try these posers which we answered during the course of the game: Is conservative woman writer uptight? Is noted sportscaster in business for himself? Was Robert Benchley America's funniest poet? Does famous portrait subject own her own home?

At the end of the Friday night entertainments, a professor at the Eastman School of Music, whom we know as Dada, presented a game called "Alphabet Tales" for individual play overnight and the next day. The challenge was this: to write a twenty-six-word story in which the words begin with the letters in alphabetical order. Dada offered, "Ah, be careful doing eavesdropping; furtiveness grows honorable: it just keeps little minds noticing other people's quirks. Real snooping titillates unholy vicars whose xenophobia yields zest."

The letters X, Y, and Z proved to be many people's downfall, and zany conclusions were the order of the day. Biggest applause Sunday morning, when the more than twenty answers were read, went to New York City puzzler Mona Lisa. Her story went, "A brilliant Chinese doctor exhorted four graduating hospital interns, 'Just keep looking, men—no other prescription quickly relieves sore throats, unless veterinarians willfully x-ray your zebras."

In between conventions, the 250 members of the NPL communicate through a monthly magazine called *The Enigma*. The magazine and the League date back to July 4, 1883, when twenty-nine puzzlers, all male and mostly in their teens, founded the Eastern Puzzlers' League in New York City. Early conventions were always one-day affairs at which members debated whether or not to allow obsolete words in puzzles, what the standard dictionary of reference should be, and other burning issues. Women were not admitted to the League until after 1900. The name was changed from the Eastern to the National Puzzlers' League in 1920.

Because most members consider American-style crosswords too easy, the puzzle fare in *The Enigma* consists of anagrams, cryptograms, and a challenging assortment of puzzles in verse. An example of the verse puzzles is the "Linkade," in which one tries to guess two words which, when joined together by the common letter that ends one and begins the other, forms a keyword omitted from the verse. Consider the following, in which "ALL" stands for the keyword, and "ONE" and "TWO" for the two shorter words:

> Consult the ALL, and books will tell
> Of signs which augur ill—ah well:
> It matters little, in my view,
> If you be ONE and I be TWO.

The two words are LIBRA and ARIES, which combine to make LIBRARIES.

NPL members submit these puzzles *gratis* to *The Enigma*, and also send solutions to each month's puzzles. (The solutions for the puzzles in one issue appear two issues later.) In a sense, each issue is a battleground in which members entertain each other.

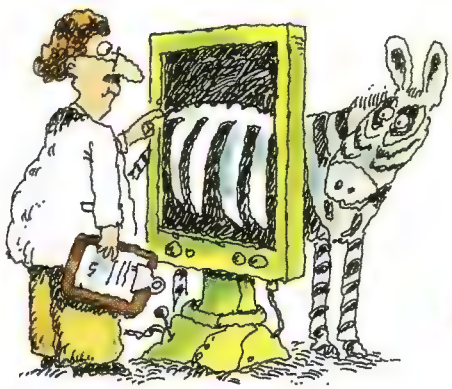
The puzzlers have always adopted noms de plume for use in addressing fellow NPL members and signing puzzles and solutions. Mangie, for example, pen name of the editor of *The Enigma*, is an anagram for "enigma." Brutus (Mrs. Jeanne Roman) is named after the noblest Roman of them all. Nightowl likes to work late. Ginger Ella is named after her dog (we're not at all pretentious). My nom de plume WILLZ derives from my real name, Will Shortz (short z, you see). Pen names are thought to lend a mystique, and they start all new members on an equal footing, whether they are computer programmers, farmers, lawyers, or well-known puzzlesmiths.

If you want to compete head-to-head with the NPL conventioners, try the competition "Heads You Win" that was set by Nightowl and Hap. First write down the alphabet in a column. Then list the longest word for each letter that beheaded (minus its starting letter) spells a new word. Score one point for each letter in the beheaded word. The word for A, for example, could be A-RID and for B it could be B-RAIN, which would earn three and four points respectively. You may write down more than one answer and score the longest one you eventually find. The word authority was the Merriam-Webster Pocket Dictionary; only entries in boldface type were allowed. Hyphenated words and proper names did not count; plurals and past tenses were allowed only if they were boldface entries in the dictionary (generally they are not). Time limit was fifteen minutes. The highest score reached at the convention was 129. Average score was 86. The Answer Drawer shows the perfect score of 199, which Nightowl and Hap found by making a page-by-page search through the dictionary.

If "Heads You Win" proves not to be your forte, perhaps you'll be encouraged to know that the solvers who finished last in it finished first and second in the final convention game, "The Black Box." Not to be confused with the Parker Brothers game, this black box was actually a tape recorder on which Mercury and Philana, husband-and-wife puzzlers from Mishawaka, Indiana, had recorded twenty-five sounds from around the house. One sound at a time, we guessed what they were. Everyone recognized the brushing of teeth and flushing of a toilet. The sound of Alka-Seltzer (plop-plop-fizz-fizz) was harder, and that of washing windows harder still. Only one person identified the flicking of a Bic. No one guessed (and no one minded not guessing) Philana chewing on a balloon. Good game. □

Answer Drawer, page 60

Thick to the stomach.



...veterinarians willfully x-ray your zebras.

....plop plop.

Will Shortz was program director of the National Puzzlers' League 1978 convention. A former president of the League, he holds the world's only college degree in enigmatology, and is the author of Brain Games, *to be published this spring by Simon & Schuster. Mini-samples of* The Enigma *are available free to prospective NPL members: send a self-addressed stamped envelope to Mrs. Marjorie Friedman, 325 Middlesex Road, Buffalo, New York 14216.*

Talking Back

by Ena Fielden

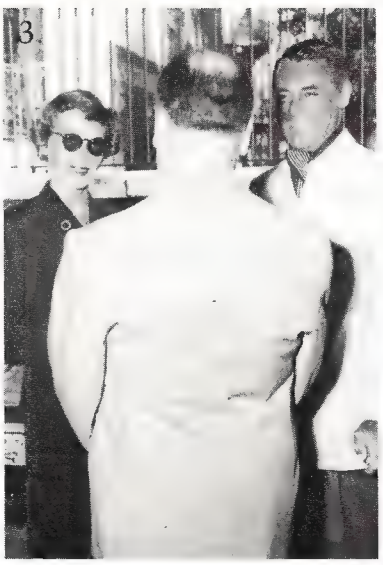
Photographs from the Penguin Photo Collection.

The late great actor Charles Laughton is reported to have said:
"A man who can put over a bit of subtle emotion with his behind facing the camera is a real credit to his profession." Can you identify these famous actors and actresses without seeing their faces?

Answer Drawer, page 60

2.

3.



4.

5.

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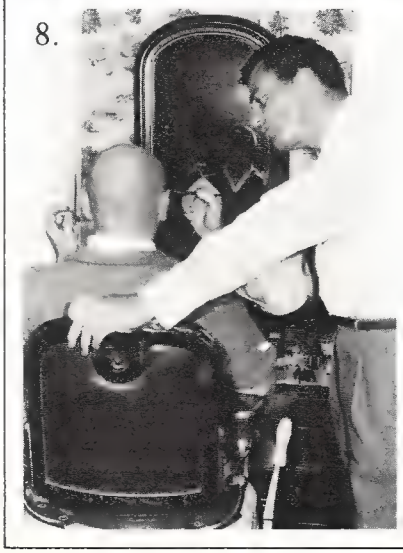

The Game of Asha

As retold by Paul Jordan-Smith

Reproduced with permission from Parabola Magazine, Spring 1977. Illustration from a 14th century Persian manuscript. The Metropolitan Museum of Art

The Game of Asha is adapted from several tales by the 10th-century Persian poet Firdausi. If you read it aloud to friends, you may want to begin the story with two questions: What contemporary game does the legend describe? And why was the promise at the end never fulfilled?

It is told in the old legends how, one day, when King Vishtaspa was returning from a victorious campaign, he came upon a circle of men sitting beneath a tree and listening with rapt attention to a venerable old man who sat in their midst. The king, who was then a young man, was curious to know who the old man was, and so dispatched a servant to find out. Upon his approach the circle of men gave way to the servant, who discovered that the old man was the great teacher Zarathustra, and that the circle of men who listened to him were his disciples. All this was duly reported to King Vishtaspa, who it is said, demanded that the sage be brought before him.

"I am told that your name is Zarathustra," said the king when the Teacher was before him, "and I am also told that you are the wisest man in the world. If that is so, I demand as your king that you immediately instruct me and explain to me the laws of nature and the universe. But please do not be long-winded, for I am in a hurry to return to my palace, where there are many important matters of state awaiting me."

Zarathustra looked thoughtfully at the king for a moment and then, bending down, he picked up from the ground a grain of wheat. Holding it respectfully between thumb and forefinger, he bowed low before King Vishtaspa and offered him the grain. The king took it in his hand and the Great Sage explained: "Your Majesty, all the laws that govern heaven and earth may be read in that which you now hold in your hand. The forces of good and of evil are there, and all that you have asked may be answered by conferring with this grain of wheat. I offer you this book, which you may take with you and read at your leisure."

But King Vishtaspa, seeing the smiles on the faces of the sage's disciples, decided that Zarathustra was mocking him. He threw the grain of wheat to the ground and rose proudly in his saddle.

"I came respectfully and I asked for your guidance because I was told that you were the wisest man in the world. I can see now that you are nothing more than a country bumpkin who has not learned good manners. You cloak your ignorance behind exaggerated ways; I was foolish to have wasted my time here." So said the king. Then, wheeling around on his stallion, he rode away.

As the king and his retinue departed, Zarathustra knelt and retrieved the grain of wheat. "I shall keep this grain," he said to himself, "for one day the king will need it, and it will be his teacher."

Many years passed, and the fame of Zarathustra grew with every year. Nor did the fame of King Vishtaspa lessen: always victorious in battle, becoming ever richer with every new alliance, he spent his days in luxury and abundance. But his nights became ever more sleepless with every increase of his fame and wealth. "I live in luxury," he thought to himself, "yet who has decreed that it shall be always so? One year the farmer's harvest is rich, and the next year hailstorms are his ruin. Shall I be always so blest with victory? Will my downfall be the greater as my fame and fortune increase? Surely the laws which govern the poor govern also the rich—and who is He who made these laws? How shall I learn the will of God, so that I may measure my fame proportionately, and know the number of my days?"

Night after night these and other questions perplexed the brain of King Vishtaspa and troubled his sleep. At last, pondering his encounter with the Great Sage years earlier, he decided once more to beg instruction, this time in terms quite unlike those he had set as a young man on horseback.

"Great Teacher, I humble myself before you," he wrote to Zarathustra. "I regret thoroughly the pride and thoughtlessness of my youth, and see now how foolish it was to have asked for answers to imponderable questions in so short a space of time. Please accept my regrets and humble me with a visit, that I may learn from you, or at least send one of your disciples to teach me." Then he wrapped the letter, together with a gem of great value, in a fine linen cloth and dispatched it to the Teacher.

In a few days, the messenger returned from Zarathustra, bringing his answer to the king: "Your Majesty is very kind, but a gardener has no use for jewels, so I am returning the gem. The cloth I shall keep, for it will be useful in protecting certain of my plants against the cold of winter." Together with this letter, wrapped in a leaf, was the grain of wheat. "I am too old to journey far from my garden," the sage continued in his letter, "but the king is too noble to receive one of my disciples in my place. Therefore, I am sending, not a disciple but my own teacher, one who has taught me all that I know about the universe."

It was not long afterward that among those sitting in a circle in the garden of Zarathustra was one who had lately been accustomed to what men usually regard as more royal circumstances: but he was content now to watch an old man draw figures in the sand, and to move about on these figures various common pebbles, such as those with which children through the ages have played.

On one such figure was depicted the Unity of All: the seasons and the energies of the stars, the sun, the earth and man, the points of the compass and the elements. In all, seven vertical lines were drawn, intersected by another seven at right angles to the first. Around the whole was drawn that most stable of figures, the square, so that the figure was composed of a large square containing sixty-four smaller squares, eight to a side. Now the Great Sage demonstrated how the universe is permeated by the forces of good and evil, just as time may be divided into night and day. So every other square was as dark as night, and the dark and light squares alternated over the whole figure.

And now the Great Sage chose with care various pebbles of strange shape, some of them dark, others light. In all, thirty-two pebbles were chosen, some tall and others small, as if representing greater and lesser powers in the universe. Sixteen of the pebbles were dark, sixteen were light in color. Eight of each group of sixteen were almost identical in size and shape, and the other eight seemed almost to form four pairs of identical figures; and yet in truth, each of the sixteen pebbles was unique. Now, he began to give them names, and with each name he showed how each represented a force or an agent in the universe, each force or agent of light balanced by one of darkness. The forces and agents of light he called Ahuras and Fravashis, the latter being represented by the eight smaller, almost identical pebbles. Counterbalancing these, among the forces of darkness, were the Devas and Khrafstras. Of each group of sixteen, one Ahura and one Deva was lord of the other fifteen. Among the lighter forces, this was Ahura Mazda and among the darker, Ahriman.

Each of the figures moved in the universe in its own peculiar and unique fashion. The Fravashis and the Khrafstras, for example, always moved forward, one square at a time, except for their initial movement, when they were allowed to move two squares forward, or when, upon encountering an alien force diagonally ahead of them, they were allowed to capture that force by displacing themselves one square forward and one square to the side. Although these eight agents looked alike, each had its own name. Among the Fravashis were, for instance,

(continued on page 58)

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HURRY THIS IS YOUR LAST CHANCE — to give some fun and enjoyment to everyone on your Christmas list! Fill in the attached card today. Or if you prefer, dial toll free 800-247-5470 and place your Christmas order.

Give GAMES for Xmas.

The Flat Earth Society Surveyors' Examination

Here for your mappitological edification are six problems based on the map below of the forty-eight contiguous states. The problems have absolutely no practical value, but we still think you'll enjoy trying to reach or top our best scores (indicated in parentheses). You will need a ruler or straightedge to solve the first four and drawing compasses for the last two.

Your task is to find the greatest number of *different* states some part of which can be crossed by drawing any of the following on the map:

1. A single straight line (18)
2. Two perpendicular lines (28)
3. Any four straight lines (44)
4. A triangle of any description (34)
5. A circle completely within the U.S. national boundaries (19)
6. A circle of any description (23)

A state crossed more than once, or by more than one line, counts as only *one* state. Obviously you should ignore all considerations of spherical geometry, treating the earth as if it were flat. And a final word of caution: because the map lines that demark the state and national boundaries have width, there may be differing opinions on whether or not a given line crosses a certain state; using a thick crayon is unfair! □

Answer Drawer, page 60

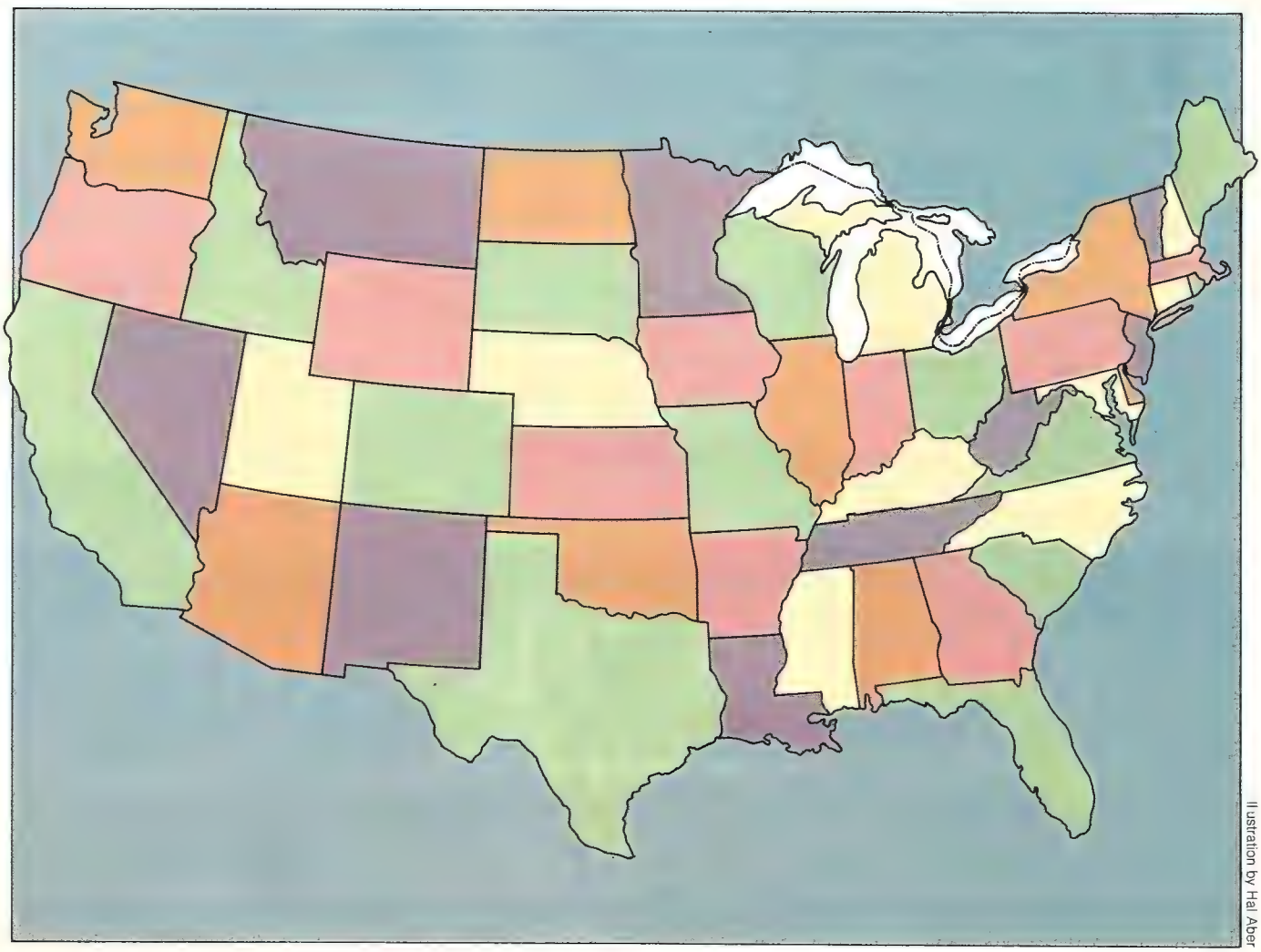

Illustration by Hal Aber

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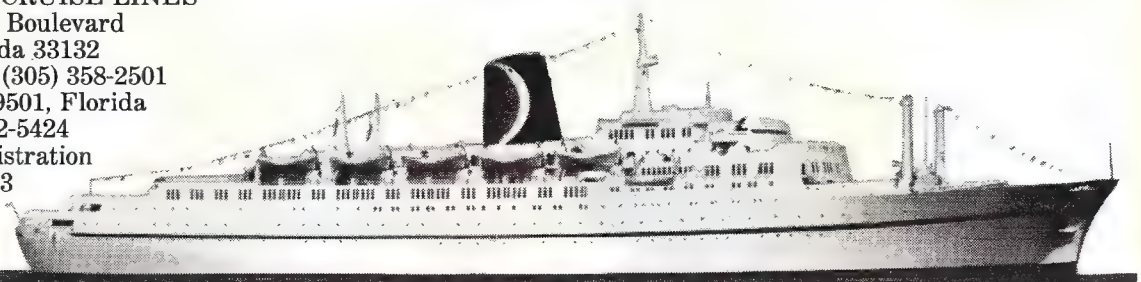
MARDI GRAS ITINERARY

DATE	PORT	ARRIVE	DEPART
Sunday	Miami		4:30 P.M.
Monday	Nassau	7:00 A.M.	1:00 P.M.
Tuesday	At Sea		
Wednesday	San Juan	1:00 P.M.	
Thursday	San Juan		2:00 A.M.
Thursday	St. Thomas	8:00 A.M.	6:00 P.M.
Friday	At Sea		
Saturday	At Sea		
Sunday	Miami	8:00 A.M.	

CARNIVALE ITINERARY

DATE	PORT	ARRIVE	DEPART
Saturday	Miami		4:00 P.M.
Sunday	At Sea		
Monday	San Juan	7:00 P.M.	
Tuesday	San Juan		2:00 A.M.
Tuesday	St. Thomas	8:00 A.M.	8:00 P.M.
Wednesday	St. Maarten	7:00 A.M.	5:30 P.M.
Thursday	At Sea		
Friday	At Sea		
Saturday	Miami	8:00 A.M.	

COMING SOON...
tss FESTIVALE, the sixth largest ship in the world, will commence weekly service from Miami on October 28, 1978.



CRUISE THE "FUN SHIPS"
The Most Popular Cruise Ships In The Caribbean.

Match Wits With Henny Youngman

A good comedian is a lot like a good puzzlesmith. Both are masseurs, sculptors, architects of the abstract. The main difference, it seems, is that one works on your head and the other on your funny bone.

To illustrate the point, we asked Henny Youngman to lend us a few of his classic one-liners, and we've set them up in puzzle format. The object is to beat Henny to the punch. Laughing is permitted.

For example: One morning my wife ran out in her robe and asked the garbage collector, "Am I too late?"... (*Answer*: "No," he said, "jump in.")

Answer Drawer, page 60

1. The six fraternity men came weaving out of the off-campus gin mill. The president said to one of the fellows, "Herbie, you drive, . . .

2. An empty-headed, lovely young girl stood at the bank teller's window. He looked at her and at the check she wished to cash, then asked her if she could identify herself. She . . .

3. A fellow bought a mousetrap for his cellar. When he went to set it, he found that he had forgotten to buy cheese, so he cut a piece of cheese from a picture in a magazine and placed this in the trap. Surprisingly enough it worked. When he went down the next morning, he found in the trap . . .

4. I don't know what to get my wife anymore. First she wanted a mink, I got her a mink. Then she wanted a silver fox, I got her a silver fox. . . .

5. A cross-eyed judge was trying three cross-eyed prisoners. He turned to the first cross-eyed prisoner and said, "What's your name?" And the second cross-eyed prisoner said, "John Brown," and the cross-eyed judge said, "I wasn't talking to you," and . . .

6. Woman to dentist: "I don't know what's worse, having a baby or getting a tooth pulled."
Dentist:" . . .

7. A man brags about his new hearing aid. "It's the most expensive I've ever had—twenty-four hundred dollars."
His friend asks, "What kind is it?"
He says, " . . .

8. My wife went to the beauty shop and got a mud pack. For two days she looked nice. Then . . .

9. Somebody once asked me, "Henny, do you like bathing beauties?"
I said, " . . .

10. Two kangaroos were talking to each other, and one said, "Gee, I hope it doesn't rain today. . . .

11. One time I came home and my wife was crying because the dog had eaten a pie she had made for me.
"Don't cry," I told her, " . . .

12. Did you hear about the rich kid from Dallas who walked up to Santa Claus and said, ". . .

13. "You have the Midas touch. Everything you touch . . .

14. My wife will buy anything marked down. She brought home two dresses and an . . .

15. I solved the parking problem. I bought a . . .

16. I'll never forget when I lost my baby teeth. . . .

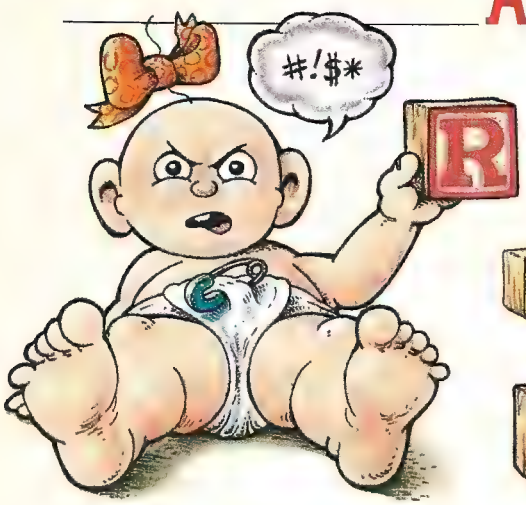
17. Psychiatrist to patient: "What do you do for a living?"
Patient: "I'm an auto mechanic."
Psychiatrist: ". . .

18. What do you get for a man who has everything? . . .

19. Two fellows were applying for jobs as truck drivers.
One says, "This is my partner Sam. My name is Orville."
"OK, Orville, I want to give you a mental test. Suppose you are driving along a road at three o'clock in the morning, you are on a little bridge, and another truck is coming toward you at a hundred miles an hour. What is the first thing you'd do?"
"I'd wake up my partner Sam, and say . . .

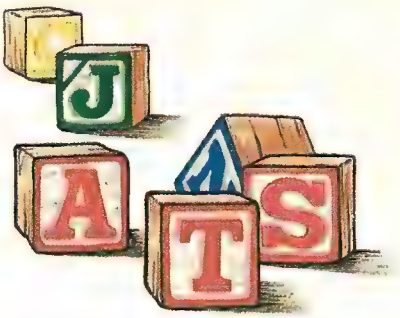
20. Calling all cops—calling all cops—be on the lookout—they are passing a lot of counterfeit tens and twenties . . .

A Games Contest



FOUR-LETTER WORDS

(And Three-Letter Words, As Well)



FIRST PRIZE: Dinner for four at your favorite local restaurant.
FOUR HONORABLE MENTION PRIZES: A GAMES T-shirt

Now that we have your attention, imagine that you have twenty-six kiddie blocks, each inscribed with one letter of the alphabet. Each of the twenty-six letters is represented once, and no letter is repeated. All you have to do is place one letter into each of the sixteen squares in the 4 × 4 grid on the entry blank below (throwing away the remaining ten letters) and find as many 3- and 4-letter words as possible within the grid.

In order to be counted in your score, a word must appear within the grid on consecutive blocks, its letters in correct order and in a straight line, but it may run in any direction: horizontally either forwards or backwards, vertically either up or down, or diagonally in any of the four possible directions.

Score three points for each 3-letter word and four points for each 4-letter word that appears in the grid in accordance with these rules, then list both your total score and all words claimed on the entry blank. Any single, unabbreviated word recognized and listed alphabetically by *Webster's Third New International Dictionary* (Unabridged), or any variant or inflected form listed with it, is acceptable. There are no other restrictions: plurals, verb forms, alternative spellings, hyphenated words, contractions, capitalized words, and so on, are all fair game, provided they are listed. (But note: words that appear only in brackets to denote derivations are not considered to be "listed" and are *not* acceptable.)

Example:

S	Q	Z	Y
F	P	W	X
H	C	A	B
R	T	J	N

The acceptable words in this grid are: SPAN, SPA, PAN, NAPS, NAP (all of which appear in the long diagonal that runs from the upper left corner to the lower right); horizontal words CAB and BACH; vertical word JAW; and the short-diagonal word TAX. The total score for this grid is 30—three 4-letter words and six 3-letter words = (3 × 4) + (6 × 3) = 30.

Notice that words that "bend" (JAB or SPAT, for example, in the letter arrangement shown) are *not* acceptable, nor are words using nonconsecutive letters (BAH). And BAC is not acceptable because it is listed only as an abbreviation in *Webster's Third.*

Entries must reach us by February 1, 1979. All entries must consist solely of a *single* entry blank, either the one provided or a facsimile. You may enter more than once, but each entry must be mailed in a separate envelope, and the envelope must contain *only* the entry. *Important: You must also write your total score beneath your return address on the outside of the envelope.*

Winners and their solutions will be announced in the May/June issue. The entry with the highest score (not necessarily the greatest number of words) wins. In the event of a tie, the sixteen grid letters of each entry that ties will be arranged in alphabetical order, and the entry whose group of sixteen letters comes first alphabetically will be the winner. The entry in our example , for instance, would be arranged as ABCFHJNPQRSTWXYZ. Among entries tied with a score of 30, it would lose to an entry containing the letters A, B, C, and E (regardless of what that entry's remaining letters were) but would win on tie-break against any entry not containing an A, B, or C. If ties still remain (highly unlikely, we think), a random drawing from among the tying entries will determine the winner. □

Clip or copy this entry blank and mail to: **Four-Letter Words, GAMES Magazine, 515 Madison Avenue, NY, NY 10022**

4-Letter Words

1 _____	6 _____	11 _____
2 _____	7 _____	12 _____
3 _____	8 _____	13 _____
4 _____	9 _____	14 _____
5 _____	10 _____	15 _____

3-Letter Words

1 _____	6 _____	11 _____	16 _____	21 _____	26 _____
2 _____	7 _____	12 _____	17 _____	22 _____	27 _____
3 _____	8 _____	13 _____	18 _____	23 _____	28 _____
4 _____	9 _____	14 _____	19 _____	24 _____	29 _____
5 _____	10 _____	15 _____	20 _____	25 _____	30 _____

_____(# of 4-letter words) × 4 = _____(A)

_____(# of 3-letter words) × 3 = _____(B)

My total score is (A + B) _____

Please print:
Name _____
Street Address _____
City _____
State _____ Zip _____

Entries must reach us by February 1, 1979. All entries become the sole property of GAMES Magazine. No submissions will be returned. Void where prohibited by law.

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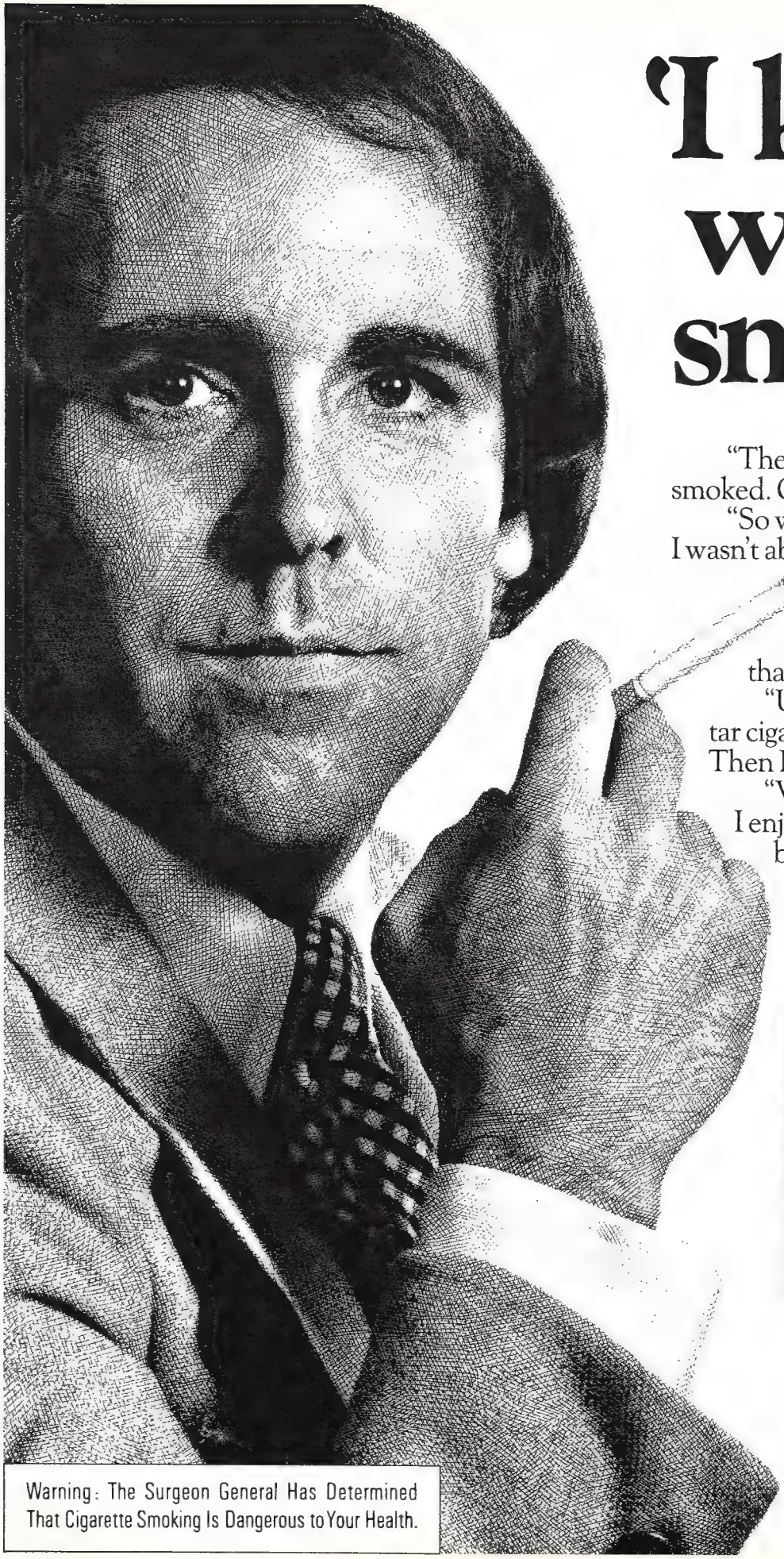


'I know why I smoke.'

"There's only one reason I ever smoked. Good taste.

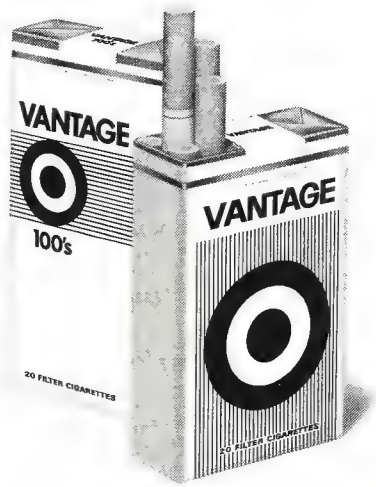
"So when I switched to low tar, I wasn't about to give that up. If you don't smoke for taste what else is there?

"But there was all that talk about tar.

"Unfortunately, most low tar cigarettes tasted like nothing. Then I tried Vantage.

"Vantage gives me the taste I enjoy. And the low tar I've been looking for."

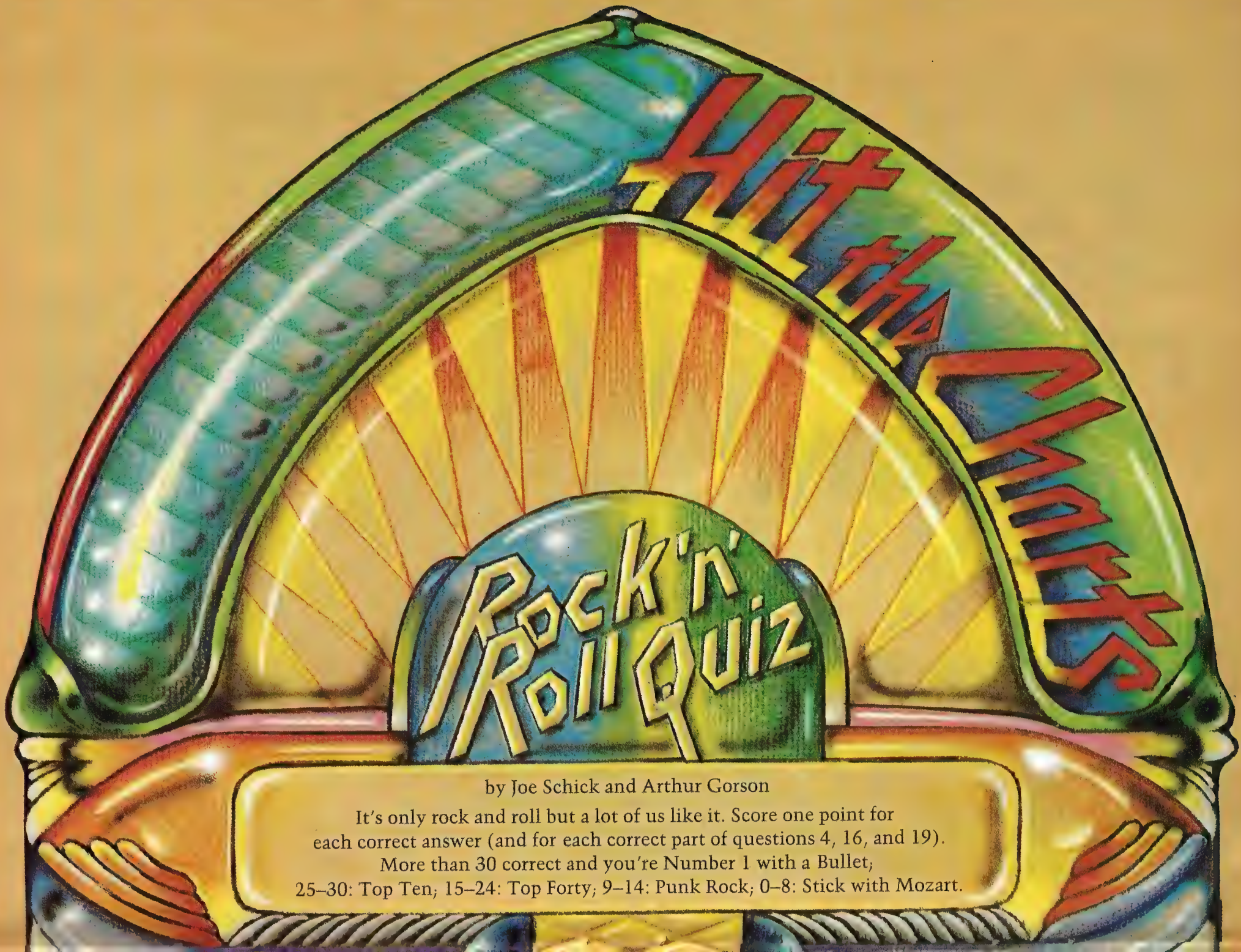
Vince Dougherty
Philadelphia, Pa.



Regular, Menthol, and Vantage 100's

Warning: The Surgeon General Has Determined That Cigarette Smoking Is Dangerous to Your Health.

FILTER 100's: 10 mg. "tar", 0.8 mg. nicotine, FILTER, MENTHOL: 11 mg. "tar", 0.8 mg. nicotine, av. per cigarette, FTC Report MAY '78.



by Joe Schick and Arthur Gorson

It's only rock and roll but a lot of us like it. Score one point for each correct answer (and for each correct part of questions 4, 16, and 19). More than 30 correct and you're Number 1 with a Bullet; 25–30: Top Ten; 15–24: Top Forty; 9–14: Punk Rock; 0–8: Stick with Mozart.

1. Put the following Beatles albums in the order of their release:

a) *Revolver*
b) *Rubber Soul*
c) *Sergeant Pepper*
d) *Yesterday...and Today*
e) *Help!*
f) *Something New*

2. With what group did Linda Ronstadt first record?
3. He was a black, left-handed guitar player born in Seattle, discovered in London. He would occasionally burn his guitar, and asked the musical question *Are You Experienced*? Name him.
4. Match these hits and their artists:

1) *Sweet Little Sixteen*
2) *De De Dinah*
3) *Shimmy Shimmy Ko-Ko Bop*
4) *Hit the Road Jack*
5) *You Send Me*
6) *Come a Little Bit Closer*

a) Frankie Avalon
b) Jay and the Americans
c) Sam Cooke
d) Chuck Berry
e) Ray Charles
f) Little Anthony and the Imperials

5. Under what name did Simon and Garfunkel first record?
6. Name two members of the Mugwumps and the successful groups of the sixties they later joined.
7. Good Golly, this beringed and pompadoured singer has influenced Mick Jagger and a host of others. His real name is Richard Penniman. Name him.
8. Who is the Godfather of Soul? The Queen of Soul?
9. What was the original name of the Band?
10. What do Fats Domino, Dr. John, Lee Dorsey, and Ernie K-Doe have in common?
11. What drug craze did Donovan's *Mellow Yellow* start?
12. These guys had *Good Vibrations* and invented surf music. Who are they and what kind of girls do they wish all girls could be?
13. Who recorded *Alfie* under the name of Eivets Rednow in 1968?
14. Crosby, Stills, Nash, and Young all came from other groups. Name them.
15. Name the three stars who died in a plane crash in 1959. Name the song and artist that memorialized the crash.
16. Animal Songs. Match the song and its Keeper:

1) *Bird Dog*
2) *The Lion Sleeps Tonight*
3) *Crocodile Rock*
4) *Chipmunk Song*
5) *Teddy Bear*
6) *Puff the Magic Dragon*
7) *Horse with No Name*

a) David Seville
b) Elvis Presley
c) Peter, Paul and Mary
d) America
e) The Everly Brothers
f) Elton John
g) Tokens

17. Recently a Swedish group passed the Beatles as the biggest-selling group in the world. What's their name?
18. He was in a group called The Flying Machine. She had a hit with her sister called *Wynken, Blynken and Nod*. Now they're married. Name them.
19. Match the performers and their real names:

1) Tiny Tim
2) Bo Diddley
3) Chubby Checker
4) Muddy Waters
5) Alice Cooper
6) Bob Dylan

a) Vincent Furnier
b) Ernest Evans
c) Herbert Khaury
d) Robert Zimmerman
e) Ellas McDaniel
f) McKinley Morganfield

20. Who sang *Rock and Roll Is Here to Stay*?

Arthur Gorson is a record producer (Tom Rush, Phil Ochs) and concert promoter. Joe Schick is a casualty of rock and roll.

Answer Drawer, page 60

I. SELTZER

WIN!

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Dear Friend,

Welcome to the Fabulous World of American Gift House sponsored puzzle competition! The all new 4th Annual **"EASY NUMBERS CONTEST"** is now under way and if you like to count, you could soon be counting your way through **$19,790.00 in GRAND PRIZE CASH!!!** Never before in A.G.H. puzzle competition history has such a dazzling prize package been offered! Think of it! Over **$100,000.00** in cash and merchandise, and one person could walk away with $19,790.00 CASH!!! **IT COULD BE YOU!** Imagine the excitement of finding **YOUR** name added to the A.G.H. Winners List. Even those who don't win one of the **790 Fantastic Prizes** will find a **SURPRISE GIFT** in their mailbox upon completion of the contest! To be sure **your name** is added to the list of eligible winners, here's all you do; A) Solve the Easy Numbers puzzle and print your name and address on the application below, and B) Detach the application and enclose 25¢, postage and handling, for additional information as to rules, fees, and prizes. Remember, if you play your numbers right, you could find yourself **$19,790.00 RICHER!** It all "ADDS UP" to Fun and Excitement so mail your application TODAY! You could be our next **GRAND PRIZE WINNER!**

Sample

8	2	6
3	9	7
5	4	1

HIGHEST TOTAL 20

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THE SUM OF $19,790.00

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IF I WIN
PAY TO THE ORDER OF _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

BE SURE TO ENCLOSE (25¢) FOR POSTAGE AND HANDLING! Thank You!

980

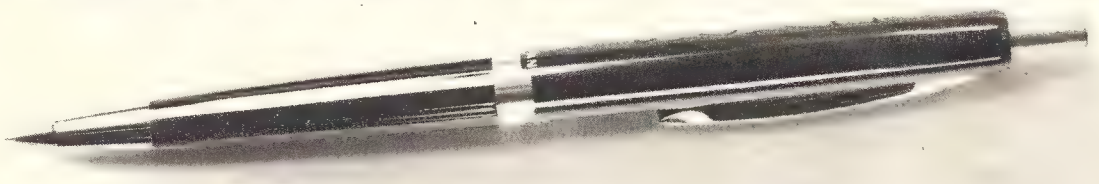
DRAW A STRAIGHT LINE (UP, DOWN, ACROSS OR FROM CORNER TO CORNER) THAT ADDS UP TO THE **HIGHEST POSSIBLE SCORE!**

4	8	3
1	6	2
3	9	5

HIGHEST TOTAL

WRITE YOUR ANSWER HERE!

PENCILWISE



With illustrations by Kimble Mead

RightAngles

by E. R. Galli

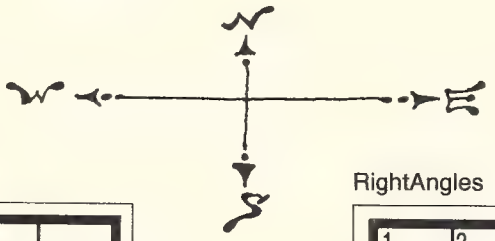
The special twist of RightAngles is the way in which words are entered in the puzzle grid. Each word makes one right-angle turn somewhere along its length. But it's your task to determine where each word makes this turn and in which direction.

As a guide, the starting direction of each answer word (i.e., the direction of the word *before* the right-angle turn) is indicated by the letter given after the clue number. Words can go north, south, east, or west to start with. For example, 1S (AIRED) begins on square 1 and heads south. Of additional help is the fact that each letter in the correctly completed grid appears in exactly *two* answer words, no more, no less.

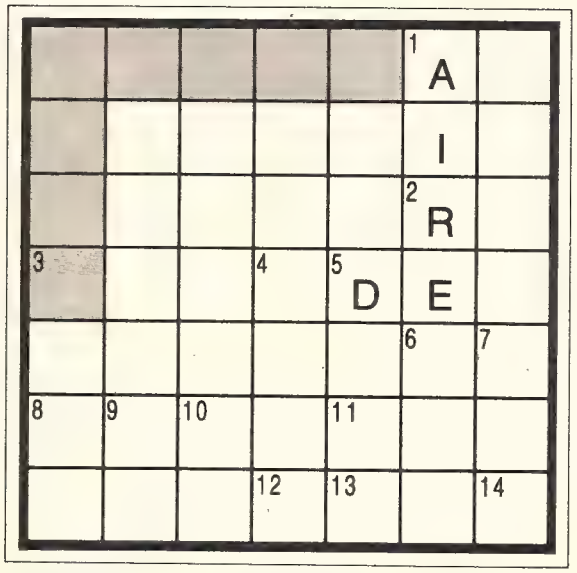
For RightAngles #1, the actual words to be entered in the grid are listed—except for 3N. That 8-letter word, which traverses the shaded squares, remains to be discovered. (Its position is a clue.)

For RightAngles #2, only the definitions of the answer words have been given. (The number of letters in answer words is given in parentheses.)

Answer Drawer, page 62

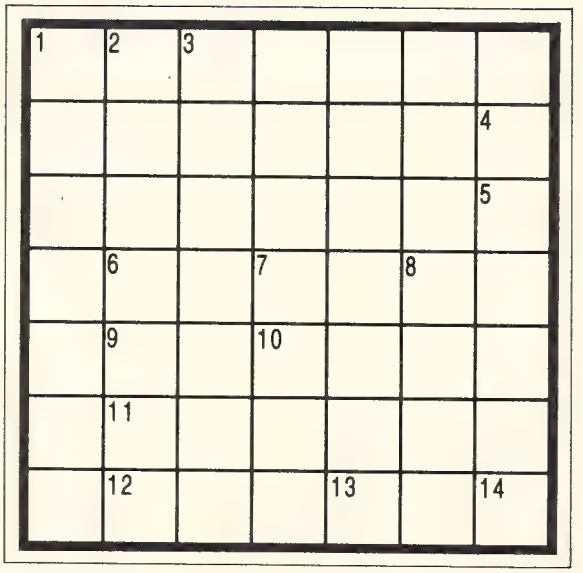


RightAngles #1—Stuck!



1S AIRED
2W ROAMER
3N *See instructions*
4W VISCOSE
5N DOODAD
6W PRIVATE
7N CHARIOTEER
8N SOAK
9N HAS-BEEN
9S HUG
10N AKIMBO
10S AGUE
11E PILCHARD
11E PIPE
12N STIR
13E IDOL
14W ODIST

RightAngles #2—Gazetteer



1S Indian or monument in Arizona (6)
2S Where Gadsden is (7)
3E Rectangular state (8)
3W Famous cape (9)
4N ____ Park, Edison's home (5)
4W Town between Medicine Hat and Regina (5, 3)
5S Calendar units: Abbr. (3)
6S Miami's bay (8)
7N German river in wine area (5)
8N French river in wine area (5)
9E ____ Jima (3)
10E ____ Smith, economist (4)
10S ____ Seton, author (4)
11E California wine county (6)
12W Irish county (5)
13E Himalayan country (5)
14N Mount in California with observatory (7)

Dszquphsbnt!

by Norma Gleason

Below are eight messages, consisting of pithy sayings, fascinating facts, and an occasional wisecrack, which have been translated into code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Word divisions in ciphers 7 and 8 have been concealed by arbitrarily putting the letters into groups of five—although the letters are still in proper order. Punctuation and asterisks have been omitted in these two ciphers to increase the challenge.

Clues are given in the box at bottom right to provide assistance if you need it.

Answer Drawer, page 62

1. SHANK'S MARE

JAY FYTHCB PTNILBW ATH BCJ
UYVCGY T NCHJ TFJ LH UYVTMHY
PY GMHJ ATOY HCGY GYTBH CZ
WYJJLBW JC CMF WTFTWY

2. WISE SAYING

*TEZZEJG FICMDIX: DMDITCBD
ADWIJ W NCWK AICS EB AICBK, W
GCIJD AICS KGD IDWI, WBZ W
ACCU CB DMDIT JEZD.

3. VOTED FATHER OF THE YEAR

IJRQJN: "B AZUP QJ NPKJNQ, OBN,
QAZQ XJS ZNP QAP LZQAPN JL
QNBKFPQO." KJFBQBRBZH:
"BGKJOOBTFP. B IPGZHI Z
NPRJSHQ."

4. MOVING VAN NOT NEEDED

XTI YRWURYTGE NR NRYANM YE N
ERNYM: IXUR YF URPTGRFUDE N
ONQ RUYWXOTD, YF FNSUE GB
YFE XTGEU NRQ ATHUE NINK.
*BXYMUATR.

5. AIN'T IT THE TRUTH?

JWSE LTG ESSR ORHZQS,
SHSCLTES ZD CSORL FT WSXY
LTG; JWSE LTG ESSR WSXY,
SHSCLTES ZD OEKZTGD FT
ORHZDS LTG.

6. UNCIVIL WARFARE

BSN RYL MCIPPNY JNBENNT
*TRPBS ITL *ARCBS SIA AUPNIL
BR *NIAB ITL *ENAB ITL VA TRE
KIYYNL KRTBPIKB JPVLQN.

7. THOSE GOOD OLD DAYS?

EFMRY EODXB SLVFN TSSCF
CISKM RXEIY LHFPS KYEOM
RXMVF NKHRY CIKSE LRYLM
FKVCS LLFEL XKSQR XMVFN
LMNIY SIXLH NKKSE MSPSE ML

8. PSYCHOLOGY

MOJWR ZLJTR JFOZF FORQR
BZPRF XJFGH APJTA LRCXR TRBRE
GHAQH TFCJT FFHFJ NRERL
YHTLZ MZOZF GUHEL HWRFX
ZTVZT GHAEO ZURQE CJGTR QGRE

Additional Clues

General: Each title provides a clue of sorts. High frequency letters are E, T, O, A, N, I. All eight ciphers use the same type of code—a keyed cipher—which is constructed around a key word (or words) relating to the theme of the cryptogram. When the cipher alphabet is written above the plaintext alphabet, the key word will appear clearly. All the letters not used in the key word follow it in alphabetical order. An example of a keyed cipher using GAMES as the key word would be:

Cipher text: RTUVWXYZ**GAMES**BCDFHIJKLNOPQ
Plaintext: ABCDEFGHIJKLMNOPQRSTUVWXYZ

The key words used in the eight ciphers are listed with the solutions in the Answer Drawer.

Cipher 1: The word GETTING appears in the plaintext.
Cipher 2: Plaintext word FOOL is in this one.
Cipher 3: The word THAT appears.
Cipher 4: Plaintext word AWAY appears.
Cipher 5: YOU can be found four times.
Cipher 6: AND appears three times.
Cipher 7: LESSONS appears, also YOU appears twice.
Cipher 8: The word LITTLE is in the plaintext.

Pets

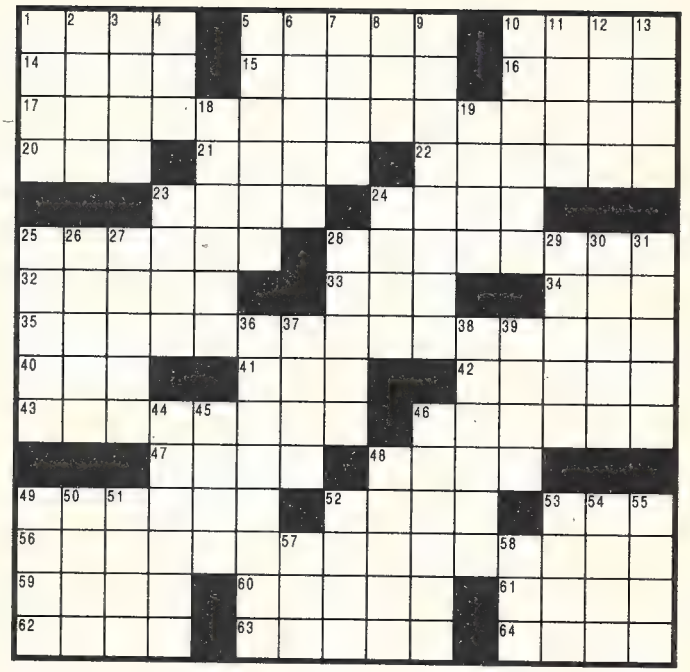
by William Lutwiniak

ACROSS

1 ____-War (famed racehorse)
5 Savory jelly
10 A ____ Apple: 2 wds.
14 Not completely shut
15 Office help, for short
16 Prescription datum
17 House pets: 2 wds.
20 Hurricane center
21 Man of Ankara
22 Takes potshots
23 Cave dwellers
24 Harbor; wine
25 Japanese self-defense
28 "Traveling" workers
32 What a suspect often has
33 Dead heat
34 Summer drink
35 Toy with: 4 wds.
40 ____ for gold
41 Neither's tag-along
42 Summed
43 Aardvark, for one
46 On a broad front
47 Tavern servings
48 Fixes a squeak
49 Worshipped
52 "Rule Britannia" composer
53 Gehrig or Costello
56 Pour heavily: 4 wds.
59 Otherwise
60 Banal; stale
61 Proficient
62 Birdfood
63 "Peter, Peter, pumpkin ____"
64 Boy Scout's act

DOWN

1 Created
2 ". . . of beauty is ____ forever": 2 wds.
3 ____ *That Tune*
4 Metal in the mountain
5 Shrewd
6 Agitates; swizzles
7 Actor Gregory
8 ____ nutshell (briefly): 2 wds.
9 Comforted
10 Owns up
11 Irreverent TV comedy
12 Man or Wight
13 Loch ____ monster
18 Radio interference
19 Concerning: 2 wds.
23 Kind of face or carriage
24 Hurt
25 After iota
26 ____-a-Dale
27 Laughing
28 Bart, Ringo, or Belle
29 Bea Arthur character
30 '50s lemon
31 Impoverished
36 Assign to a prior time
37 ____ the mark (conforms)
38 Dropped in a letter box
39 Las Vegas numbers
44 The E in ERA (baseball)
45 Actor Guinness
46 He takes the cake
48 Speechify
49 Olympian war god
50 Valley
51 River of France
52 ____ were: 2 wds.
53 Earring's connection
54 Look amorously
55 Employed
57 ____-la (musical refrain)
58 Pop



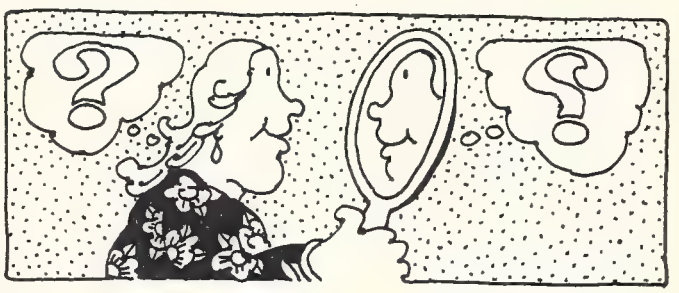
Answer Drawer, page 62

Back and Forth

by Edward Rawde

A palindrome is a word or phrase that reads the same backwards and forwards. We've provided definitions for twenty English words or names that are palindromes, and space for you to write in your answers. (Each dash represents one letter.)

Answer Drawer, page 62



1. Baby's napkin — — —
2. The first woman — — —
3. Woman's name; former monetary unit of India — — — —
4. Property paper — — — —
5. Man's name; German king — — — —
6. Twelve o'clock — — — —
7. Blow your horn — — — —
8. Chick vocalization — — — —
9. Air or highway monitor — — — — —
10. Flat; even — — — — —
11. In Spanish, it's señora — — — — —
12. Send a patient to a specialist — — — — —
13. Iranian VIPs — — — — —
14. Not duets — — — — —
15. Eskimo watercraft — — — — —
16. Basic doctrine — — — — —
17. Related to government — — — — —
18. Woman's name; the mother of Samuel — — — — — —
19. More like a beet — — — — — —
20. Decorate the wall a second time — — — — — — —

Two's Company

by Edith Rudy

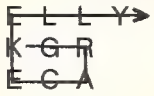
From the Garden of Eden to today's comic strips, famous couples of fact and fiction have found their way into each other's hearts and into our culture. We have listed 50 men below but hidden their "better halves" in the puzzle grid. Your task is to write the correct women's names in the spaces provided and then to find them in the grid. Except for our two examples, the form of the women's names to be found, i.e., first names or last names, corresponds to the men's names in capital letters. (Information in parentheses is for identification only.) One man's name is not so well known, but we're sure you'll know who his wife is.

The women's names in the puzzle grid do not appear in straight lines. Instead, each name spirals either clockwise or counter-clockwise around its first letter. (Successive letters are horizontally or vertically, but *not* diagonally, adjacent to each other.)

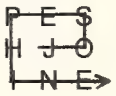
The answer grid and list of women's names appear in the Answer Drawer.

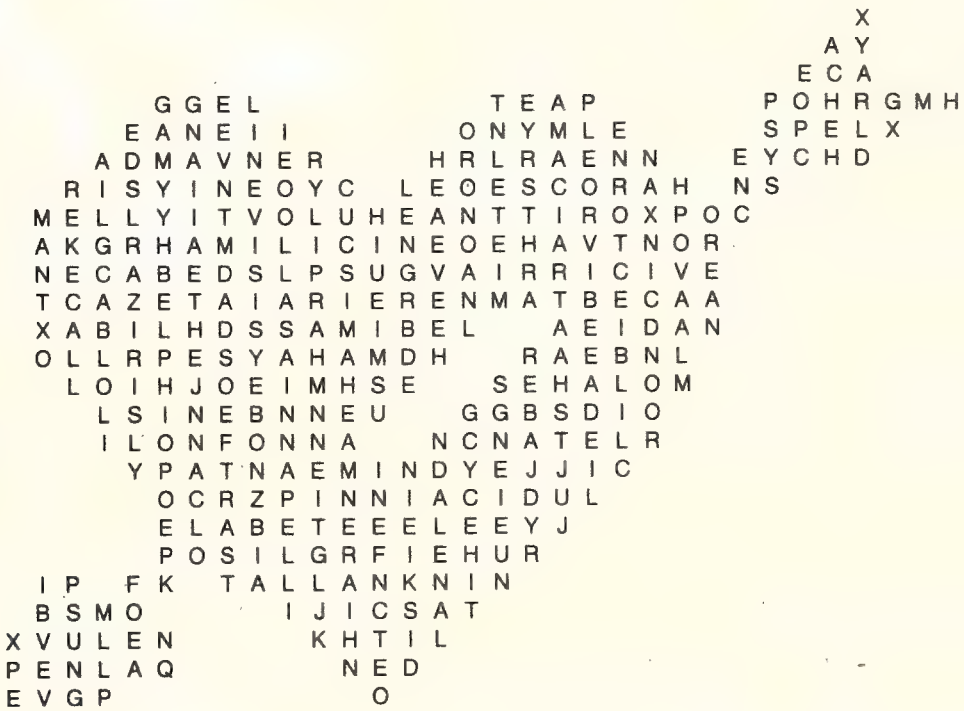
Examples:

GRACE KELLY spirals thus:



JOSEPHINE, on the other hand, appears:




X
A Y
E C A
P O H R G M H
S P E L X
E Y C H D
N S
C
G G E L
E A N E I I
A D M A V N E R
R I S Y I N E O Y C
M E L L Y I T V O L U H
A K G R H A M I L I C I
N E C A B E D S L P S U
T C A Z E T A I A R I E
X A B I L H D S S A M I
O L L R P E S Y A H A M
L O I H J O E I M H S
L S I N E B N N E U
I L O N F O N N A
Y P A T N A E M I N
O C R Z P I N N I
E L A B E T E E E
P O S I L G R F I
I P F K T A L L A N K
B S M O I J I C S A T
X V U L E N K H T I L
P E N L A Q N E D
E V G P O
T E A P
O N Y M L E
H R L R A E N N
L E O E S C O R A H
E A N T T I R O X P O
N E O E H A V T N O R
V A I R R I C I V E
E N M A T B E C A A
L A E I D A N
A E B N L
S E H A L O M
G G B S D I O
N C N A T E L R
D Y E J J I C
A C I D U L
L E E Y J
E H U R
N I N

1. ADAM _____
2. ADONIS _____
3. ALBERT _____ (Prince)
4. ANTONY _____
5. ARCHIE _____ (of the comics)
6. ARTHUR _____ (King)
7. BOGART _____
8. BURNS _____ (George)
9. CHARLIE _____ (Brown)
10. CLYDE _____
11. CUPID _____
12. CYRANO _____
13. DAGWOOD _____
14. DANTE _____
15. DAVID _____
16. DONALD _____ (Duck)
17. DWIGHT _____
18. FERDINAND _____ (King)
19. FRANKLIN _____ (Roosevelt)
20. GABRIEL _____
21. HANSEL _____
22. HI _____
23. HIAWATHA _____
24. IKE _____ (Turner)
25. JACK _____
26. JACOB _____
27. JOHN _____ (Alden)
28. JOHNNY _____
29. LAUNCELOT _____
30. L'IL ABNER _____
31. LUNT _____
32. MICKEY _____ (Mouse)
33. NAPOLEON **JOSEPHINE**
34. NARCISSUS _____
35. ORPHEUS _____
36. OZZIE _____
37. PARIS _____
38. PHILIP _____ (Prince)
39. POPEYE _____
40. PUNCH _____
41. RAINIER **GRACE KELLY** (Prince)
42. RHETT _____
43. ROBIN _____ (Hood)
44. ROMEO _____
45. KEN _____ (Rudy)
46. SAMSON _____
47. SOLOMON _____
48. TARZAN _____
49. WILLIAM _____ (King)
50. ZEUS _____

Answer Drawer, page 62

The Tube

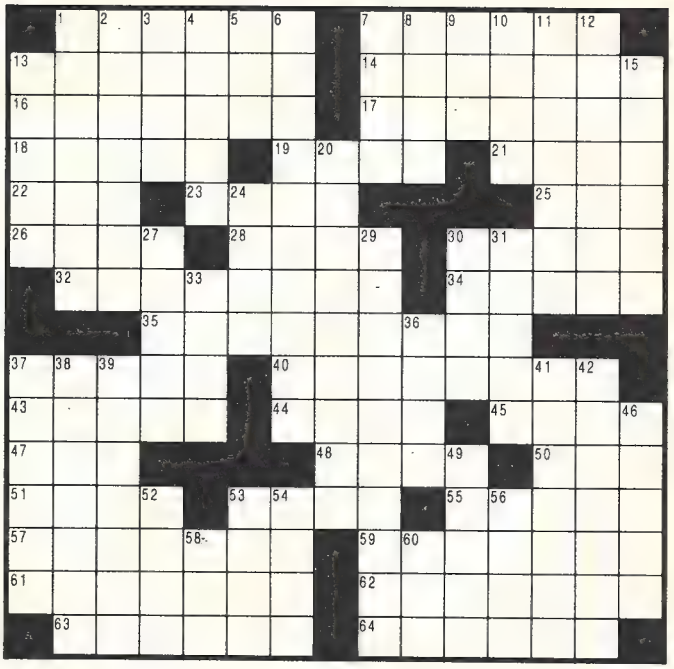
by J.L. Wilkinson

ACROSS

1 License
7 Idle fellow
13 Authentic
14 Lay bare
16 Backward football pass
17 Discounted
18 Private remark
19 Large deer
21 Revise a manuscript
22 Former sitcom about an M.D.
23 Married woman's title in India
25 Daughter of Cadmus in Greek myth
26 *Laugh-In's* Alan
28 Long live, Spanish style
30 Code for crime
32 Postulated
34 Stormed
35 Confirmer
37 TV quiz team
40 Parentless
43 Sky blue
44 Western alliance
45 Merganser duck
47 Growth of corn
48 Manhandle
50 Town in Luzon, Philippines
51 In addition
53 The one blamed
55 Frequently
57 Goat-getter
59 Conceived thoughts
61 Small fish
62 Expulsions from office
63 Organized method
64 Headwinds: Arch.

DOWN

1 Dense fog: Slang, 2 wds.
2 Tempter
3 Regretted
4 Bogged down
5 ____ jam (very badly off): 2 wds.
6 Entertainment for many
7 The loser didn't have any
8 Burden of blame
9 What most people on TV do
10 Front
11 Dodging
12 Receivers of vision
13 Happy flowers?
15 Recounted
20 TV play not on tape: 2 wds.
24 Very bad
27 Cut apart
29 Novel for TV use, for example
30 Malay outrigger
31 Works for
33 Sex of some postal employees?
36 You, solemnly
37 Songs of triumph
38 Rhododendron relatives
39 Place for children
41 Issuer
42 South African diamond company: 2 wds.
46 Magic sticks
49 Loamy deposit
52 Betting info
53 Raymond or Barry
54 Utah town near Provo
56 Destiny
58 Ignited
60 Couple



Answer Drawer, page 62

Time to Retire

by Gloria Rosenthal

"Bored of Education" is a phrase students sometimes think rather meaningful and clever. But it might be the teacher, not the student, who is bored of education, and if so, perhaps it's time for the teacher to retire. With that in mind, we offer here a list of people who should also retire if they are similarly bored. In every case, the word "bored" replaces "board" in a familiar phrase relating to the occupation. For example, if you get them all correct, you're *not* game bored.

Answer Drawer, page 62

It's time to retire if . . .

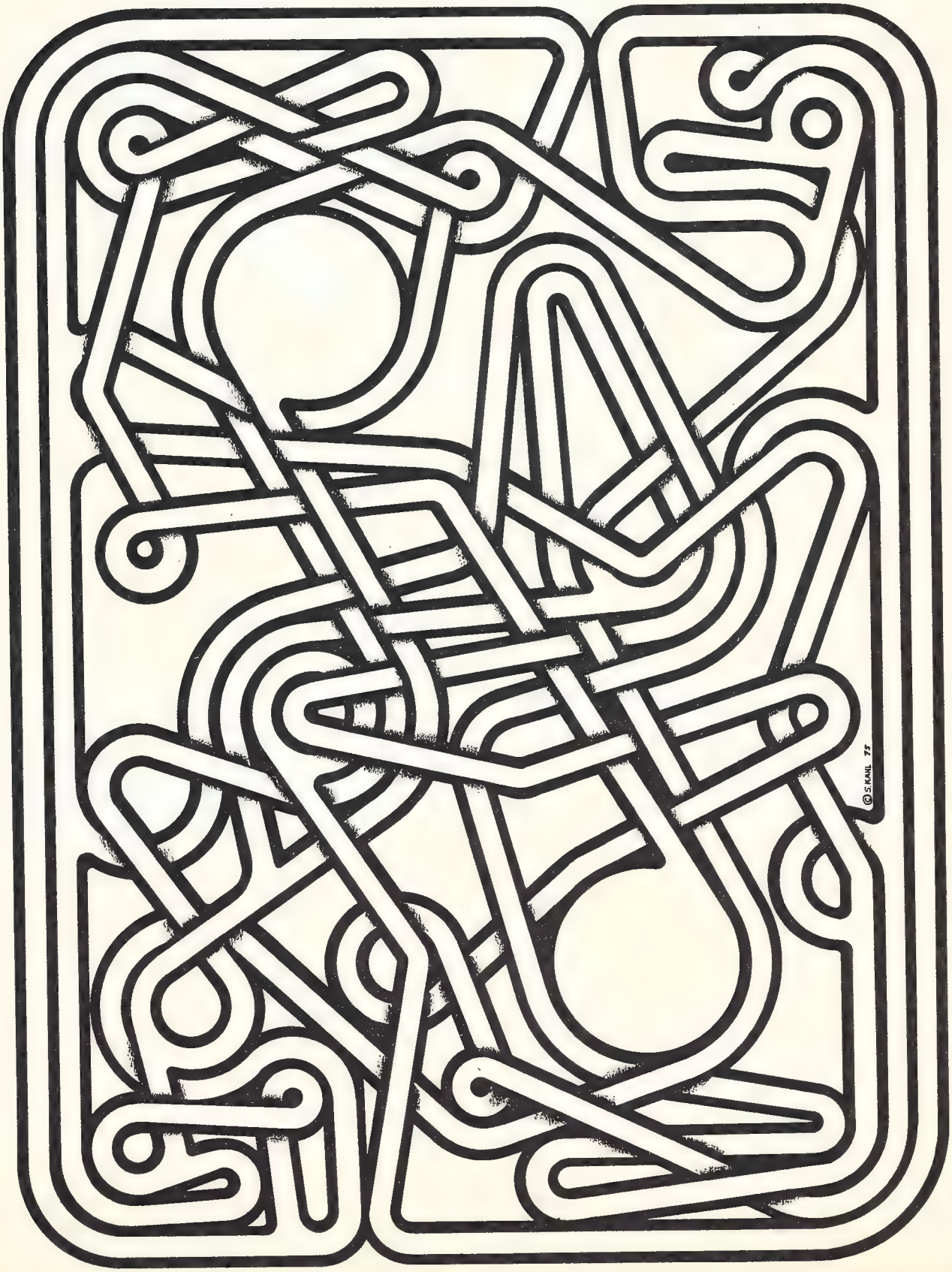
1. you're an artist and you're _____
2. you're a ballplayer and you're _____
3. you're a politician and you're _____
4. you're a manicurist and you're _____
5. you're a sailor and you're _____
6. you're a swimmer and you're _____
7. you're a piano player and you're _____
8. you're a felon and you're _____
9. you're a university president and you're _____
10. you're a butcher and you're _____
11. you're an auto racer and you're _____
12. you're a cowboy and you're _____
13. you're a baker and you're _____
14. you're a laundress and you're _____
15. you're a trainman and you're _____
16. you're a corporation president and you're _____

The Airport Maze

by Steve Kahl

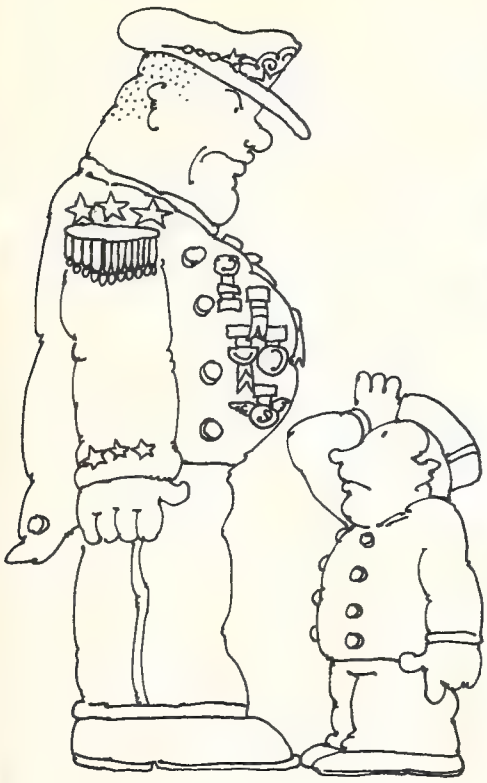
The two large white circles represent airport terminals, and the rest, well, it's the usual labyrinth of roadways passing over, under, and around each other at the airport. Starting at the upper terminal, find the *shortest* route to the one below.

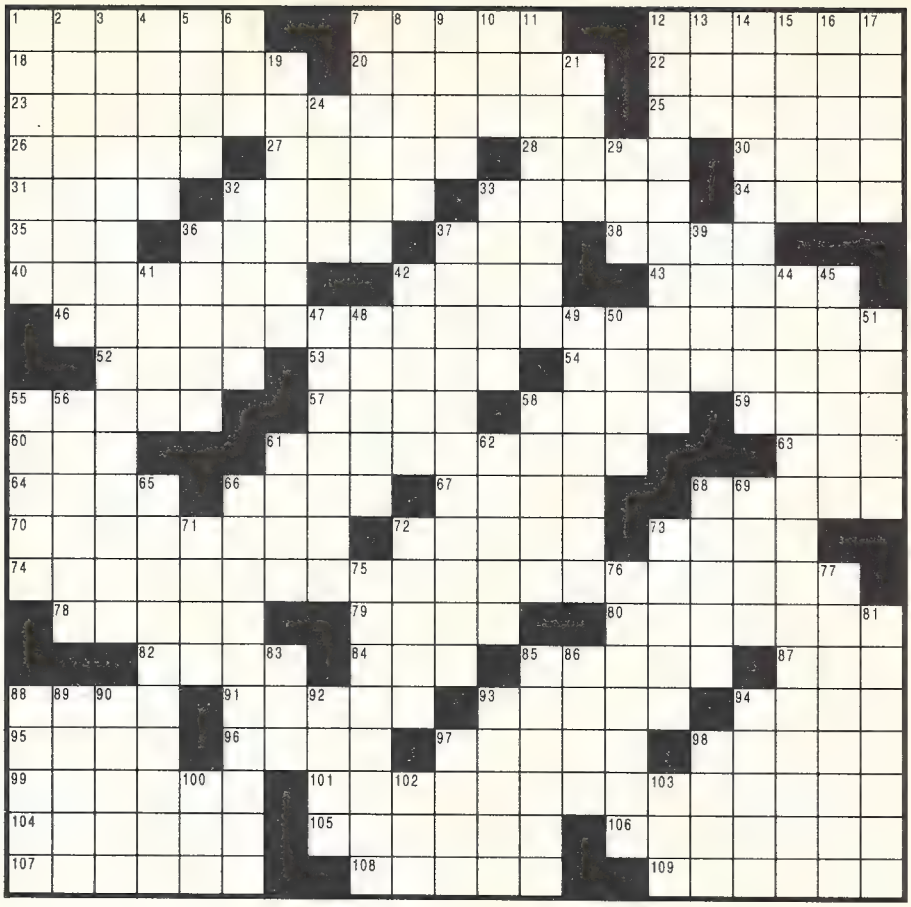
Answer Drawer, page 63



Pulling Rank

by Jack Luzzatto





Answer Drawer, page 62

ACROSS

1 ___ off (diminishes)
7 Top of the head
12 Puget Sound city
18 Flight record instruments
20 Spanish daredevil
22 Inspire with love
23 Temptations for gate-crashers
25 Historical records
26 Young eel
27 Baby wear
28 ___ up (refuse to speak)
30 Put ___ effect
31 The Meuse River in Holland
32 Draws back in fright, as a horse
33 Site of George Eliot's mill
34 Capital of Valais, Switz.
35 Picnic insect
36 Jackets or caps
37 ___ de Cologne
38 Canned meat for GIs
40 One who goads
42 Minstrel; epic poet
43 Idealized concept of a loved one
46 Green Beret job
52 Shine's alternative
53 With nobody
54 One who administers arsenic
55 Burn with hot liquid
57 ___ the line (obeys)
58 Change of iron
59 Trust (with "on")
60 Milk, in prescriptions
61 Brief term
63 Decay, as wood
64 Correct: Comb. form
66 Muslim administrator
67 Puerto ___
68 Greek philosopher
70 Money exchange business
72 '60s protest
73 Black fuel
74 Tender loving care for brats
78 Brown color
79 After esses
80 Catch, as an enemy soldier
82 Kind of hop
84 Grid scores: Abbr.
85 Wild refuges
87 Author Fleming
88 Oriental liquor: Var.
91 Indians with a state name
93 Made a deceptive move
94 In the way it could have been
95 *Pêcheur d'Islande* author
96 Caterpillar or tank, for short
97 Smooth, luxury fabric
98 Five-in-a-row game
99 Tax on imports, in certain European towns
101 Higher officer with eagle insignia
104 Speak blisteringly of
105 Harem
106 Threw a spear, in olden times
107 Trunks
108 Troubled county in Northern Ireland
109 Evaluate

DOWN

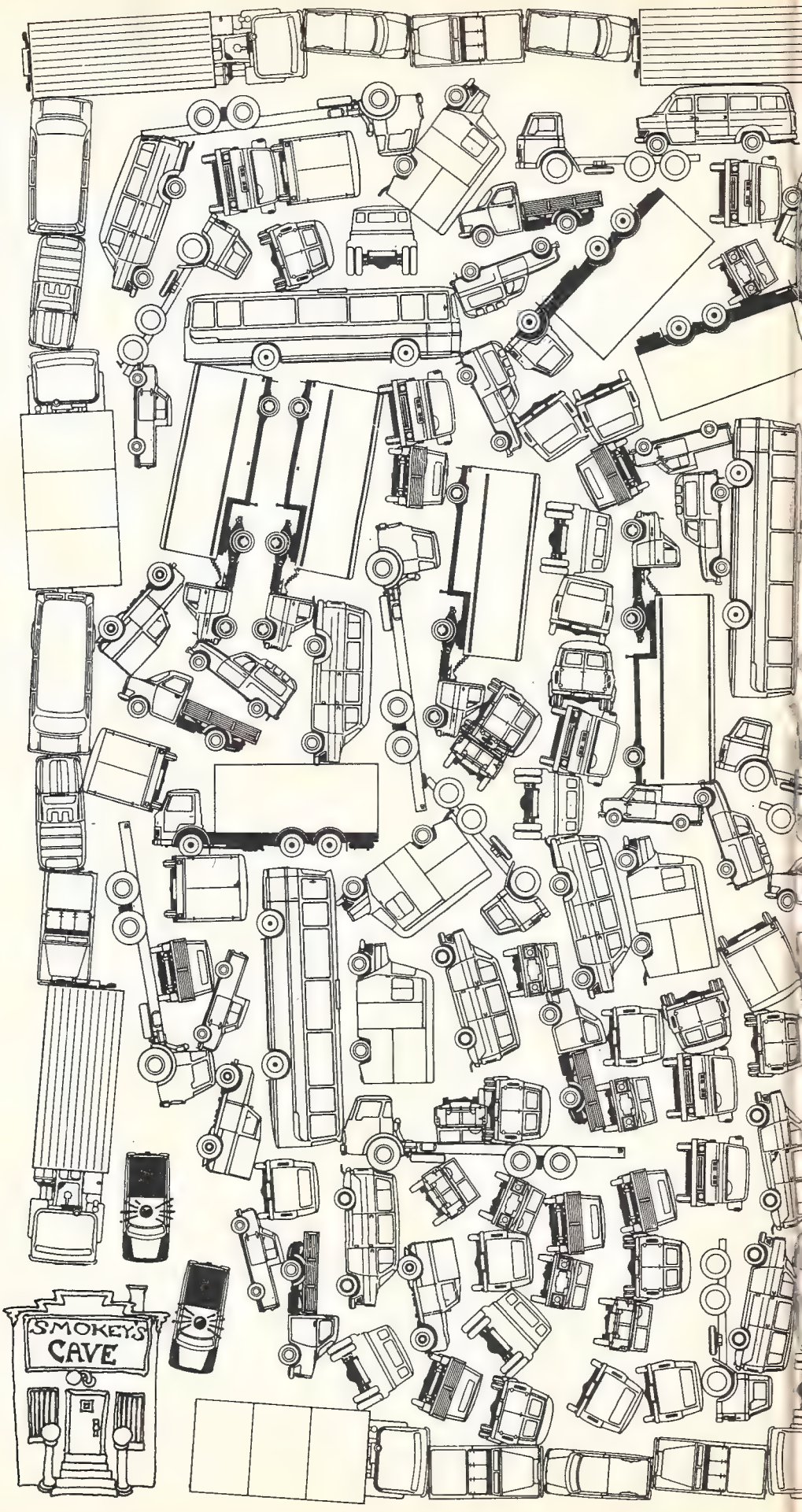
1 Surveyor's assistant
2 Plane routes
3 Work for ex-public officials
4 Santa's crew
5 Laugh wildly
6 Army rank: Abbr.
7 Bone of the middle ear
8 The C in USMC
9 Fancy to a fault
10 Island flowers
11 Make impossible, especially in advance
12 Esprit de corps
13 "Dear ___ Landers"
14 Dog Star constellation
15 Arab on the Arabian Sea
16 Very, in music directions
17 The inferno business
19 Brazilian lady
21 Norwegian capital
24 A ___ in the neck
29 Foolish one
32 Gertrude's mug?
33 Ridiculous comedy
36 Legendary hero of Spain
37 Achieve rank, in the Army
39 ___ and Andy, radio team
41 "Square" transaction
42 Turned-off fan
44 A thorn in all sides
45 Dotted and striped wildcat
47 Longer and thinner
48 Deluge
49 Fancy ice cream
50 Model for an artist
51 "___ remember . . ."
55 American scenic artist
56 Ship loads
58 Poison of the castor bean
61 Palm starch
62 Shakespeare's ___ *Andronicus*
65 1800s ladies' wear
66 Abilities; qualifications
68 Ostentatious displays
69 Old Kentish freedman
71 Peter, Paul, and Mary, e.g.
72 Eskimos' "wheels"
73 Swiss beet greens
75 Married, so to speak
76 Disciplined knowledge
77 Rookies earning while learning
81 Wraps up
83 Country on the Yellow Sea: Abbr.
85 Not long ago
86 Rather similar
88 Fighting ___ cause
89 Many a Rocky's real name
90 Essence of roses
92 The trim troops?
93 Hindu monk or beggar
94 Ages and ages: Var.
97 Mark of an old wound
98 Gil ___
100 Reversible exclamation
102 Anger; wrath
103 Girl's name, form of Olga

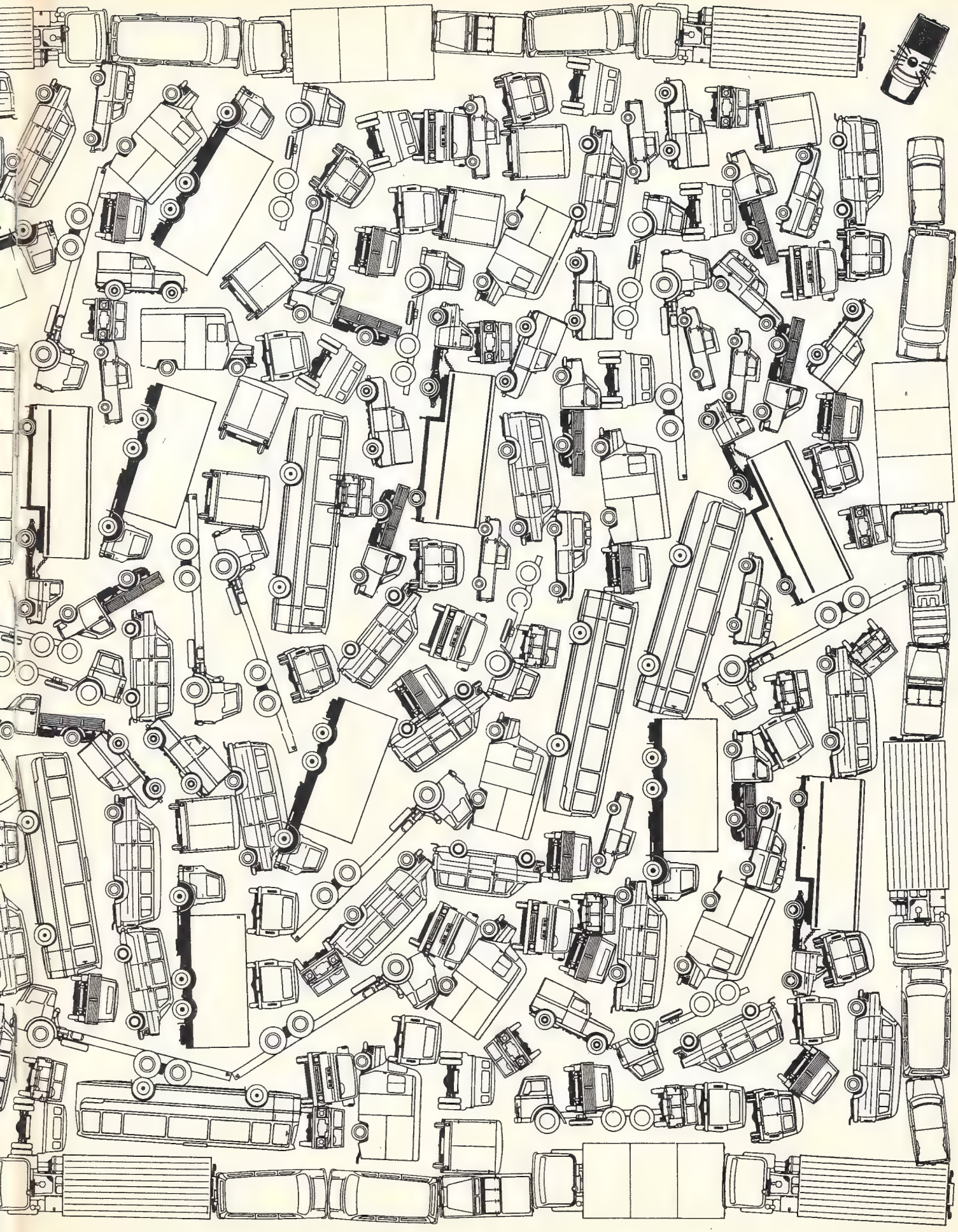
DeWrecked Route

by Charles Barry Townsend

An instant junk yard has piled up on Route 88, and Smokey (in the upper right-hand corner) can't find his way back to his cave. His car will never fit through the mess, but can you show him the *shortest*, most direct route he can take to walk home?

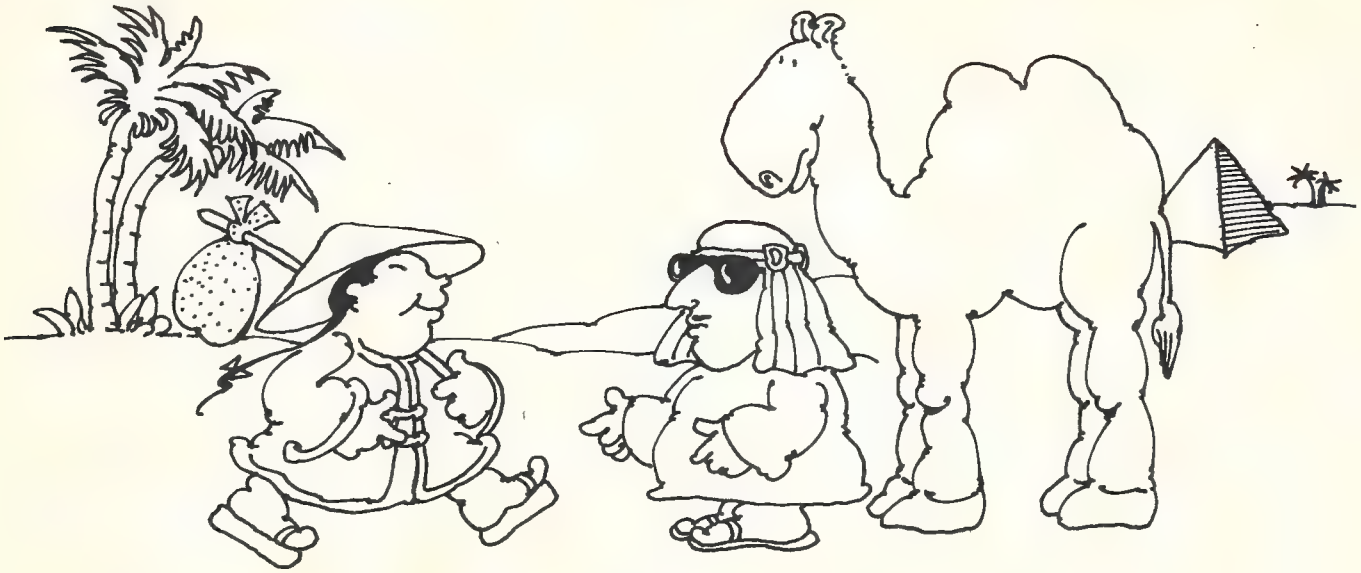
Answer Drawer, page 63





From China to Arabia

by Ken Webb



Sound Familiar?

Words that travel from one language into another often undergo curious changes. When English borrows a word from Chinese, for example, it does the best it can with the unfamiliar sounds. (Thus, Confucius' mother wouldn't have recognized him in English; she knew him only as K'ung Fu-tzu.) Of course, the same holds true in reverse. Following are the Chinese pronunciations for 24 major non-Chinese cities. At first glance you may not recognize any of them. If you pronounce each name slowly, however, most will ring loud and clear. A few are stumpers. Try them out on a group if you need help.

Answer Drawer, page 64

United States Cities:

Huarshehngduhn _____

Jyjiage _____

Luohshanji _____

Nioouyue _____

Shiyaatur _____

Canadian Cities:

Merngtehlour _____

Wengehuar _____

Wutaihhuar _____

European and Asian Cities:

Amuusytehdan _____

Berlirn _____

Duberlirn _____

Gebeenhagen _____

Liehnirnggerleh _____

Lihwuhpuu _____

Lurndun _____

Maaderlii _____

Merngdihkaaluor _____

Morsyke _____

Muhnirhei _____

Naabuhlehsy _____

Shingjiapo _____

Weiryeenah _____

Yerluhsaleeng _____

Look Familiar?

The numerals we use today (0 through 9) evolved from Arabic numerals. About 1,000 years ago, Europeans began using them in place of clumsy Roman numerals. To see just how many problems the Romans had, try adding MCCCLXIV and CCXXXV without converting to modern numerals.

Can you decipher the ten "real" Arabic numerals with the help of the following arithmetic problems? Some of them may look familiar, but don't jump to any conclusions.

Answer Drawer, page 64

٦
+ ١

٧

٧٢
× ١٢

٨٦٤

٣٠٢
+ ٦٥٢

٩٥٤

Double Cross

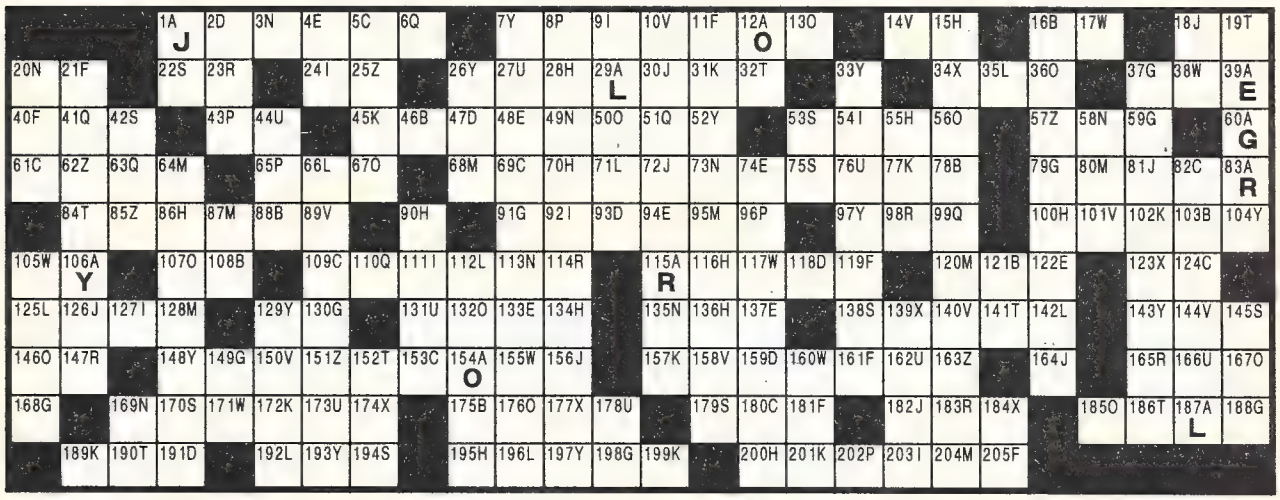
by Michael Ashley

Guess the words defined below; then transfer their letters to the correspondingly numbered squares in the puzzle grid. (When completed, the grid reveals a quotation.) The letters following the grid numbers refer to the defined words. Black squares indicate spaces between words in the quotation.

The first letters of the words filled in on the dashes, reading from top to bottom, spell out the author's name and the source of the quotation.

The defined words, as well as the quotation, can be found in the Answer Drawer.

Answer Drawer, page 63



A. Pirate's banner ..... J O L L Y R O G E R
1 154 29 187 106 115 12 60 39 83

B. "Make haste slowly" is one 121 46 78 16 175 103 108 88

C. Trading center; large store 82 109 124 180 61 5 153 69

D. Gaped, as from drowsiness 191 2 93 159 47 118

E. Unwieldy; clumsy 74 122 4 133 94 48 137

F. The Ming, for instance 205 119 40 21 11 161 181

G. Court of review 91 37 130 59 168 188 79 149 198

H. Hijinks 70 195 134 86 200 55 15 28 90 136 116 100

I. Coastal embankment 111 9 24 127 54 92 203

J. Incitement against a government 156 30 72 18 81 164 126 182

K. Missile tracking science 31 45 77 102 157 172 189 199 201

L. Caught or gained again 142 112 66 35 196 192 71 125

M. Boundless distance 68 128 80 87 120 204 64 95

N. Type of engineering or warfare 49 58 20 169 73 3 135 113

O. Nimble-footed one 36 185 50 13 176 167 146 107 132 67 56

P. At ___ ends 8 43 65 96 202

Q. Foamy 99 6 63 51 41 110

R. "The ___ a nation was riding that night." (Longfellow, *Paul Revere's Ride*) 23 98 165 147 183 114

S. Teddy Roosevelt's Long Island home 22 42 53 75 194 145 179 138 170

T. Extended a subscription 190 186 152 141 84 32 19

U. Like certain flounder 173 162 44 27 76 178 166 131

V. Hermetically sealed 10 14 150 101 158 89 144 140

W. In most cases 160 171 155 117 105 38 17

X. Belly laugh 34 123 139 174 177 184

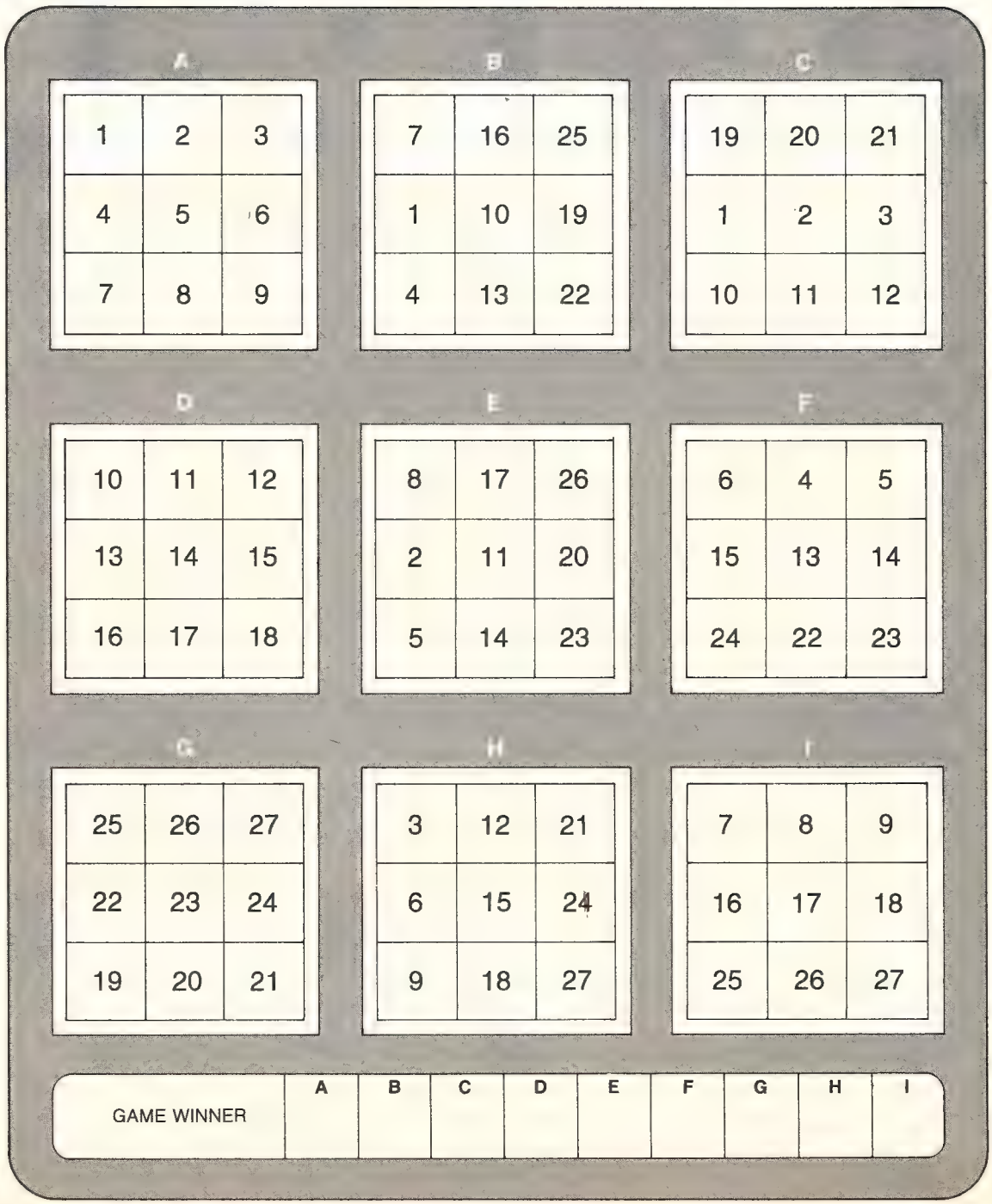
Y. Airs, excessive pride 197 26 129 7 193 143 33 104 52 97 148

Z. U.S. legislative body 163 151 25 85 57 62

NineTacToe

by Phil Orbanes

A paper and pencil game for two players.
Equipment: One gamesheet, two pencils.
Object: To win more games than your opponent. In effect, players play nine games of tic-tac-toe simultaneously.
Preliminaries: Take a few moments to observe the locations of the numbers in the nine games. Numbers are 1 to 27, each of which appears in three different games.
Play:
1. Player A (selected by the toss of a coin) goes first. He claims a number from 1 to 27 and marks an "X" through each of the three spaces where that number is found.
2. Player B then claims a number and marks a circle in each of the three spaces where it appears.
3. Play proceeds in this way, each player trying to form straight rows of three numbers (horizontal, vertical, or diagonal). Whenever a player forms the first row of three in any game, he draws a line through it and marks an A or B in the "Game Winner" column, signifying that he has won that game. (It is possible to win more than one game in one turn.)
4. There is only one winner of each game. (A completed game in which no one has formed three in a row is a draw.) After a game has been won, no other numbers in that game are claimed, though the same numbers can be claimed in other games that are still open.
Winning: Play continues until all games are decided and no further plays are possible. The player who has won the most games wins. A draw occurs if both players win an equal number of games.



From A to Z

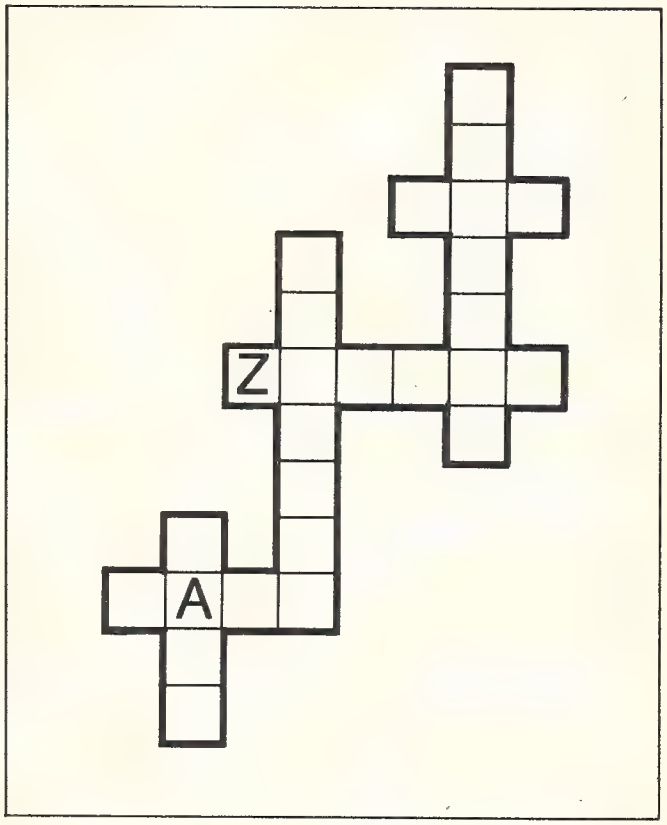
by Paddy Smith

Definitions are given below for six words to be entered in the puzzle diagram. Of particular help is the fact that each letter of the alphabet appears once and only once in the diagram.

Answer Drawer, page 64

Definitions:

Wiped clean, absorbed, or imposed upon
Animal reputed to be sly and crafty
Stringed musical instrument
Having undulating curves
Speedily
Part of a door or window frame



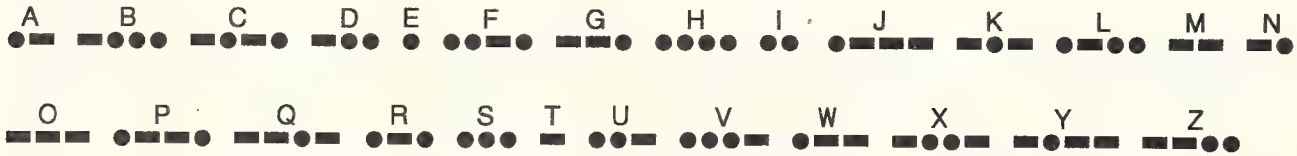
FindtheSpaces

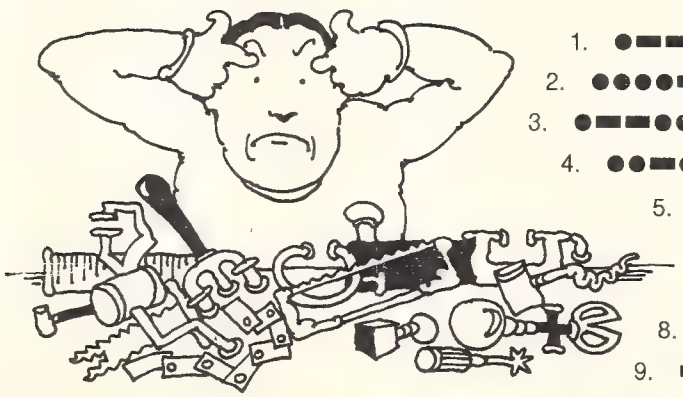
by Finley Breese

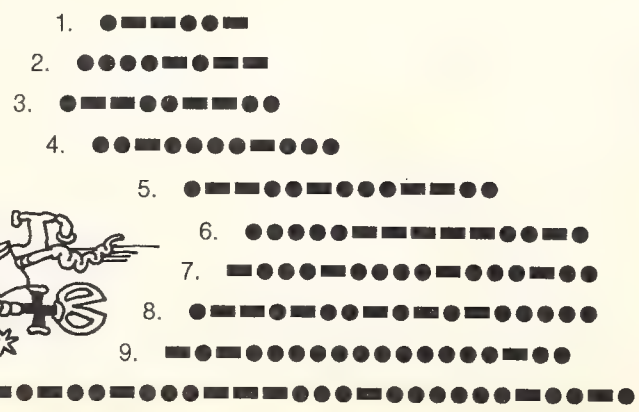
Morse Code uses dots and dashes to represent letters of the alphabet, and spaces to separate letters in a message. The standard code symbols are given below. Beneath them are the names of ten common hand tools written in Morse Code but *without spaces between the letter symbols.* If you can determine where the spaces are . . . or where the letters are . . . ah, but there's the rub. Name the tools.

Answer Drawer, page 64

Morse Code







Are You Sure You Want to Try This Puzzle?

by Jordan Lasher

Here is the monster puzzle from the Cleveland Marathon. (See Editor's Message, page 4, for details.) Official rules are reprinted below. To simulate match conditions, allow yourself 24 *consecutive* hours only.

Score 10 points for each letter correctly filled in. Subtract 5 points for each letter incorrectly filled in. No score and no penalty for squares left blank.

Winning scores and answers next issue.

RULES AND GUIDELINES FOR THE FIRST ANNUAL WORLD CLASS CROSSWORD PUZZLE MARATHON

7:00 P.M. September 15 to 7:00 P.M. September 16, 1978. Participants have a maximum of 24 hours to complete this puzzle. All solutions must be turned in at Hemming-Hulburt Booksellers by 7:00 P.M. September 16, 1978.

Participants agree to abide by the rules of the competition which are:

1. Each participant agrees that the solution of the puzzle will be entirely his or her own. You may not work with anyone else on this puzzle. Participants may use any printed reference.
2. Each participant agrees to respect the books in Hemming-Hulburt Booksellers. Anyone damaging a book so that it may not be sold, will be requested to pay for said book.
3. No book may be taken out of Hemming-Hulburt Booksellers without a sales slip. No personal reference material may be brought into the bookstore. Tables with dividers will be provided on a first come/first serve basis to participants in the mall area.
4. Sponsors will assume no responsibility for articles lost or stolen. Sponsors assume no responsibility for a stolen or misplaced puzzle.
5. Participants or spectators displaying blatant discourtesy will be requested to leave the area.
6. No employee of the sponsors or their families will qualify for a prize.

Registration fee $4.00 if brought in or postmarked no later than midnight September 8, 1978. After September 8, fee will be $5.00.

I agree to abide by the rules of the First Annual World Class Crossword Puzzle Marathon as stated above.

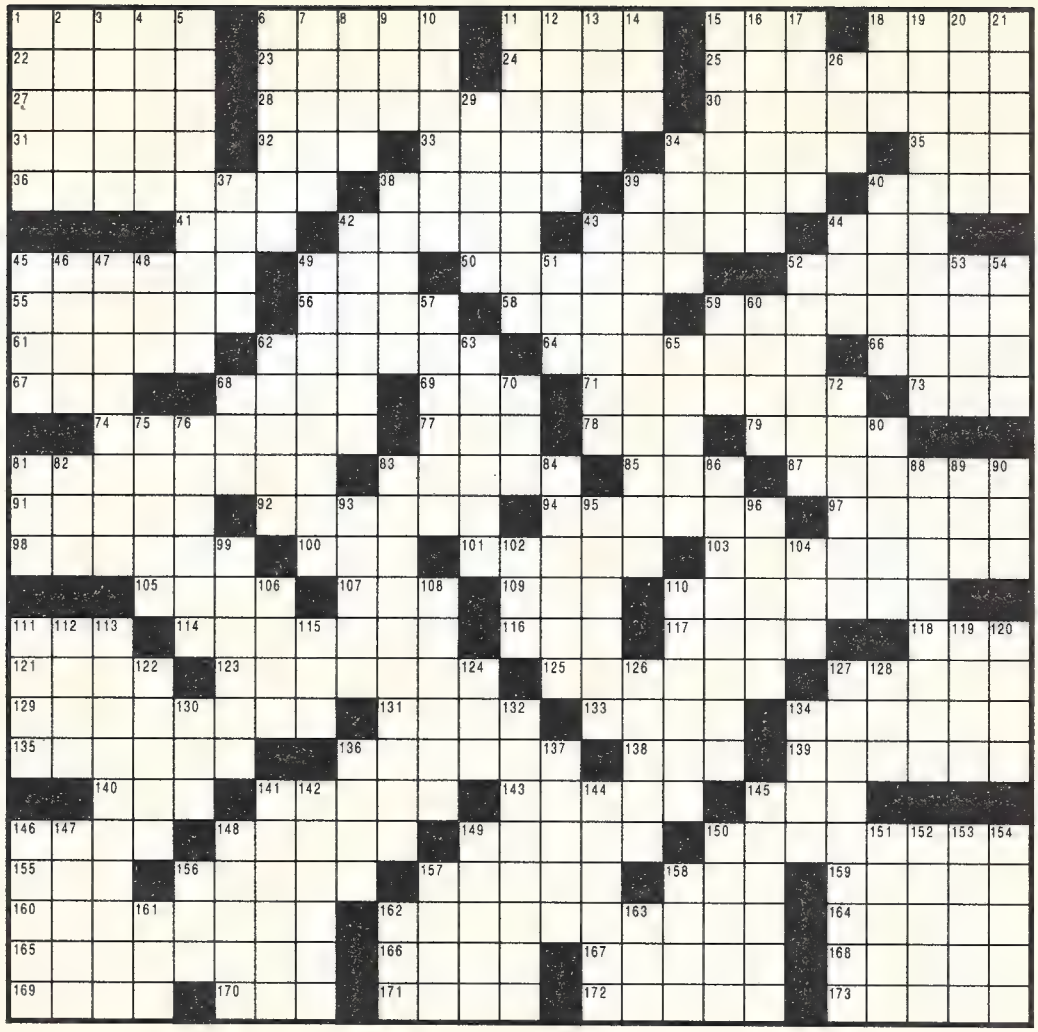
signature date

Hemming-Hulburt Booksellers, Pavilion Mall, 24055 Chagrin Blvd. Beachwood, Ohio 44122 216-831-8572

ACROSS

1 The petiole of the frond of a fern
6 Town in the Gujarat region of India
11 Luzon municipality
15 ____ at Tib, Tunisian peninsula
18 Bolivian general, made president in 1876
22 Postulated feature of the Mare Acidalium
23 ____ fatui
24 "L'____ Supreme," decree of May 7, 1794
25 Birds hatched in helpless condition
27 Fish or meat garnish made of garlic, egg yolk, salt, and olive oil
28 Spenser's "jolly youthful knight"
30 Subdivisional epoch of the European Ordovician period
31 Alfred J. ____, theatrical caricaturist
32 Agcy. concerned with poverty
33 One of Chekhov's *Three Sisters*
34 ____ Louise (emails)
35 Vex: Obs.
36 Danes chilled by oes
38 Knowledge: Comb. form
39 Period of five nameless days added to the Mayan calendar
40 Baby's heelless shoe
41 ____ Sham, ancient country consisting of modern Israel, Jordan, Lebanon, and Syria
42 Entertainer from Barcelona
43 Notorious defendant in "Haymarket Affair" trial
44 Adams played by Stone in *Gunsmoke*
45 Like Omar Khayyam or Chris Evert
49 12.011 grams of carbon, for short
50 Czech town after which a phosphate mineral is named
52 Crown vetch
55 Coarse Persian tobacco
56 Bird found on Kauai
58 German Protestant theologian, opposed to Athanasian Creed
59 Essential substance for plant growth
61 Omri replaced him as king
62 Cranko-Tchaikovsky ballet
64 Between Nehru and Gandhi
66 North African wash
67 Chemical suffix
68 Art Deco fashion designer, author of *Things I Remember*
69 Foe of Hadarezer
71 Shogun of the Tokugawas: 1623-51
73 Shih Chao-chi
74 Dance consisting of a slow Lassu and a fast Friss
77 Chess pc.
78 D.C. ecology group
79 Unspecified amount, long ago
81 Counselor of Priam, or a neighbor whose house is on fire
83 Begin at Champions
85 Smell: Comb. form
87 Sea west of the Tongue of Arabat
91 Brayeras
92 Malayan fan palm
94 Issue officially, in Scots law
97 One of the flattened enlarged setae that form the operculum of the tube of some polychaete worms
98 Southeastern Colombia native
100 Follower of Kompong
101 Popish Plot fabricator: 17th c.
103 Hylemya antiqua or Tritoxa flexa
105 He sang with Angelo, Freddie, and Carlo
107 ____ sunt (of a type of medieval verse)
109 Follower of Euclid or Jacob
110 Compound word like "bittersweet"
111 Pick
114 Stream from Mt. Hymettus through Attica
116 Cesar Antonovitch ____, one of "The Five" Russian composers
117 Curved processes, to biologists
118 Monogram of a famous QB
121 E.R.A. leader in N.L.: 1921
123 He pooh-poohs
125 Ancient Persian change
127 Tidytips and kin
129 Italian family, producer of Brolio Chianti
131 Foe of Captain Marvel
133 Hindu mythological world
134 The only literary form created by the Romans
135 President of Ecuador, 1897-1901 and 1907-11
136 ____ matrimonio (while the marriage is in force)
138 Academic trio
139 Liqueur flavored with caraway seeds
140 Kava
141 Crackers or nuts
143 Pride of Tupelo
145 Norse goddess of healing
146 Hatria Picena
148 Caterpillar
149 Sanskrit or Romany
150 Wife of Cecrops (one of several spellings)
155 Bay off Lake of Lucerne
156 One of the Joneses
157 Cath. or Prot.
158 Froment
159 Sakhalin Islands native
160 Japanese "salad" consisting of vegetables and fish
162 *La* ____, Machiavelli comedy of 1504

164 X
165 Chevrotains' genus
166 South African pan
167 Khoresm oasis inhabitant
168 Babylonian mythological hero who fell from an eagle
169 "Lest we ____ our Edens": Browning
170 Japanese woman diver
171 Euglenophyta specimen
172 Brotherly love
173 ____ flute, a 4-foot or 8-foot gedeckt

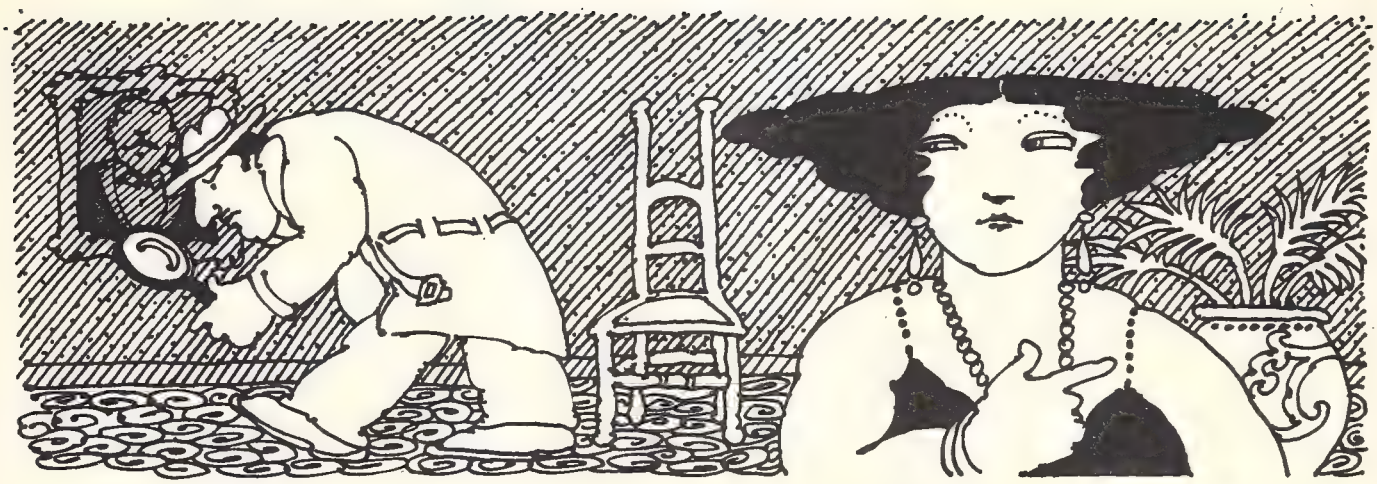


DOWN

1 Selfish fellow, unconventionally speaking
2 Iwaki, formerly
3 Japanese statesman, Marquis Kaaru ____, samurai of the Choshu fief
4 "I am ____ than grass. . .": Sappho
5 Son of Zerahiah
6 Frustrate
7 Wrong: Scot. var.
8 Hot-headed hero of Thai poem
9 Sprint, to Chaucer
10 Vandal tribe of 406 A.D.
11 Wire mesh pad used in pressure vessels
12 Phonetic stresslessness
13 Mother goddess of Babylonian myth
14 River of NE Spain
15 Race over public roads
16 Walks
17 Rusty
18 Zoroastrian demon: Var.
19 Seedy
20 Thirty-two F.
21 Polish literary notable: 1838-97
26 Hosp. personnel
29 Town of South-West Africa
34 Where Parisians clean up
37 Uncle ____, pseudonym of a famous American humorist
38 Noted archipelago
39 Species of Old World birds with fanlike crests
40 Role played by Roland and Leo
42 Australian shouts
43 West African talisman
44 Year in the reign of Anastasius I
45 Painter of "Youth at the Prow and Pleasure at the Helm"
46 A Dionne, for short
47 To consider or ponder, once
48 "Son" in some names
49 Sculptor of the Reredos of St. Isidore at Santiponce
51 Farm for Fabius
52 Asian deer having rusine antlers
53 Port on the Meriç
54 ____ Agach, Turkish name for a city in Western Thrace
57 Discoverer of over 3,000 double stars
59 Chad town
60 ____-Juz (Middle Horde)
62 Devil, to Molnar
63 Object, as opposed to subject
65 One cause of sore eyes
68 0.0000000-000948 of a British Thermal Unit
70 Intl. org. formed in Bern: 1875
72 Camera support
75 Old oath
76 ____ of Tacitus, kin of certain Lithuanians and Letts
80 Ruler whose affairs were administered by his half-sister Sophia
81 Gotō-rettō island
82 Calm: Fr.
83 Plucked instrument of Yugoslavia
84 Proverbial king of an orderless court
86 Herul chief who deposed the last Emperor of the West
88 Egyptian city
89 Assaisonnement
90 Lincoln's private secretary: 1860-65
93 Haul well taut and belay
95 Of relations between host and guest
96 Perpetual no-rent or low-rent grants, in India
99 Buffoon: Sl.
102 Agcy. formed August 1, 1946, replaced by N.R.C. on August 10, 1974
104 West Saxon king: 688-726
106 "Will you ____ you, I will marry you": Shakespeare
108 Mie waterfront
110 Ritual formulas of a Sufi brotherhood
111 Glogow's stream
112 Tinsel core
113 Victim of Cornelius Dolabella at Auzia
115 Balaenoptera borealis
119 Vicus Julii, once
120 Smuts et al. (with "The")
122 Yam of Polynesia
124 Hank of twine
126 Dewy
127 "Vorwurf" and five other poems
128 Rel. of kg/cm²
130 Monterrey Mrs.
132 Spiny rows on certain fleas
134 Flee hastily: Var.
136 Biddeford's neighbor
137 Noblest of Tolkien's Free Peoples of Middle-earth
141 Plant having showy white flowers
142 Tetracoralla
144 Buddhist code of monastic disciplinary rules
145 ____ los Caballeros, Spain
146 South Pacific islands: Abbr.
147 Acadian settlement, destroyed in 1755
148 Girl's name
149 Tinggian
150 Paid for at first-class surface rates, but carried by air
151 Peruvian writer, author of *El Dolor Pensativo*
152 Doncellas ____ (mad maidens): Sp.
153 Gabonese river
154 Where Napoleon III surrendered: 1870
156 Pit for baking, in Hawaii
157 Verb of futurity: Obs.
158 Central African police post
161 Martyred Haitian insurgent: 1755-91
162 1,000,000 watts, in D.C. systems
163 Biblical Reubenite

Sleuth

by Sid Sackson



Sleuth is a detective game of mine that has been on the market since 1971 (now under the Avalon Hill label). Particularly when played with the "supersleuth" rules, it leads to challenging problems in logic—one of which is presented here.

The heart of the game is a deck of "Gem" cards, constructed so that each card pictures a unique combination of three elements—*gem* (diamond, pearl, or opal), *type* (solitaire, pair, or cluster), and *color* (red, blue, green, or yellow). Combining these elements in all possible ways results in a deck of thirty-six cards (3x3x4). The mystery is set up by shuffling the deck and removing one card, and the task is to identify the missing piece of jewelry. The rest of the deck is dealt out equally to the players, any remaining cards being exposed.

"Search" cards allow a player to gain information about an opponent's holdings. These specify a single element (such as diamond, pair, green, etc.) or a combination of two elements (such as pearl clusters, red opals, yellow solitaires, etc.). The opponent chosen announces the number of cards in his hand that fit the Search card played.

The Problem:

Suppose, in a four-player game, that you know the location of the eleven Gem cards as shown in the chart below, eight in your own hand and three exposed after the deal. In the course of the game you learn the following information about your three opponents—players A, B, and C:

A has
1 Red Pearl card, 0 Green Solitaire cards, 1 Red Opal card, 2 Pearl Pair cards, 3 Green cards.

B has
2 Red Opal cards, 2 Yellow cards, 4 Diamond cards, 1 Green Cluster card, 2 Blue Pearl cards.

C has
1 Opal Cluster card, 3 Yellow cards, 1 Yellow Diamond card, 2 Opal Pair cards, 0 Blue Cluster cards.

What is the missing piece of jewelry?

Answer Drawer, page 64

	DIAMONDS			PEARLS			OPALS		
	◆	◆◆	◆◆◆	●	●●	●●●	⬮	⬮⬮	⬮⬮⬮
RED	OWN HAND			EXPOSED		OWN HAND			
BLUE	OWN HAND		OWN HAND				OWN HAND	OWN HAND	
GREEN	OWN HAND								EXPOSED
YELLOW				EXPOSED			OWN HAND		

A Games Contest

In Search of a Contest

First Prize: You name it!
Four Honorable Mention Prizes: A GAMES T-shirt

In Search of a Contest

Remember the four Scrabble racks we gave you in the Kibitzer's Contest? Or Chimp-Off-The-Old-Block, where you had to find the twenty longest words in a grid of letters? Previous GAMES contests have run the gamut from solving word and number problems to drawing comic rebuses. Now we're inviting you to invent your own contest, and this may be the biggest challenge of all.

How to Invent a Contest

Fun. Create a situation that will be genuinely entertaining for as many people as possible. It may be a concrete challenge, as in the Four-Letter Words Contest on page 20, or a more abstract one, like captioning a photograph or cartoon.
Originality. Reach for an idea that's never been tried before, or iron a new wrinkle into an old one.
Simplicity. Your description of the basic task shouldn't require more than a few sentences. (No matter that it will take a page to present it in full; you can leave the details to us.) For example, if you had invented "Four-Letter Words" or "Eyeball Benders" (May/June 1978), the descriptions below would have been adequate.
Clarity. The rules should be clear and should anticipate questions and problems likely to be encountered by both entrants and judges.
Fairness. Since the best entry should be the one that wins, a verdict by a panel of qualified judges, or some objective scoring system, is essential. A method for breaking ties should be provided if they seem likely to occur.
Prizes. A prize that is both worthy of the challenge and appropriate to the theme makes a contest that much more interesting. In the present case, the aptness of the prize you suggest will be one of the criteria on which your entry will be judged. *And if you win this Contest Contest, your prize will be the prize you name for the contest you create.*
The Title. A few words to convey the essence of your idea.

How This Contest Will Be Judged

Entries will be judged on the basis of how well all of the seven mentioned guidelines are met. Most important, however, is the strength of your basic idea and its adaptability to the GAMES format. If you have a great idea, you may have to violate one or more of the guidelines, but the further afield you go, the greater is your risk of falling into the "unusable" bin.

If we use your idea for a contest, we may adapt or modify it, but any changes we make will not prejudice the judging of this contest. All entries become the property of GAMES, and the decision of the judges (our editors) is final. There will be only one first-prize-winning entry, and it will be announced, and perhaps featured as a contest, in the July/August 1979 issue of GAMES. If we use your idea in a subsequent issue, we will give you credit where we feel it is due. □

Name: Four-Letter Words
First Prize: Dinner for four
Description: Place sixteen different letters in a 4x4 grid to create as many 3 and 4 letter words as possible, running horizontally, vertically, diagonally, forwards, or backwards, but only in a straight line. Overlapping of words is fine. Score three points for each 3-letter word and four points for each 4-letter word. Tiebreak : alphabetical order of letters.

Name: Eyeball Benders
First Prize: Polaroid Camera
Description: Send in a 35mm slide showing a familiar but hard-to-recognize object, and give a verbal clue to its identity. Judging by panel.

Clip or copy this entry blank and mail to: **Contest Contest, GAMES Magazine 515 Madison Avenue, New York, New York 10022**

Name of contest _____

First prize _____

Description (State the essential idea first and give details afterwards. Attach additional sheets and diagrams, as necessary.)

_____

_____

Name _____ Street Address _____

City _____ State _____ Zip _____

All entries become the sole property of GAMES Magazine. No submissions will be returned. Void where prohibited by law. Entries must reach us by February 1, 1979.

Photograph by Maddy Miller

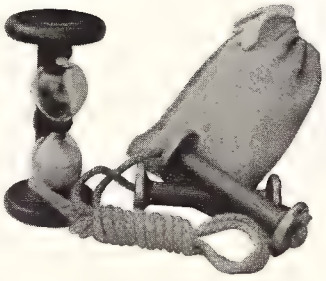
Tools For Living™

BE A PENMAN

Nothing is more satisfying than learning to produce the beautiful thicks and thins that characterize the Italic hand. It is easy to learn and the Platignum Pen held at the proper angle does most of the work for you. Pen and 5 nibs $6.00 plus .75 shipping. (A-14)

WELL WITHIN REACH

When we spotted this 15 x 11 inch canvas magazine pocket, we realized how a simple pouch design can add to the convenience of everyday living. Magazines are highly portable objects, so why shouldn't magazine holders be as portable? These sturdy 15oz canvas pockets are easily hung on a wall or door, and will hold several magazines so that magazines will no longer clutter the bedside, a desk, the kitchen, and yes, the bathroom. They are tan on a dark brown background with contrasting reddish brown lettering. Brass ringed hanging holes easily fit over a hook or wall fastener. $8.50 postpaid. (A-1)



JUMP TIME

Having trouble finding the time to jog or exercise? Make it easier on yourself and get a jump rope to supplement your jogging or other exercise plans. You'll soon realize what boxers have known for a long time—that 4 or 5 minutes of jumping rope are equal to a few miles on the track. We tried it and it really gets the blood pumping.

Tools For Living spotted a very superior jump rope and timer hand-made in England from the very same bobbins used as thread spools over 100 years ago in the woolen mills of Yorkshire. The smooth polished hardwood bobbins work beautifully as skipping rope handles. The soft woven jute cord is as tough as it is flexible.

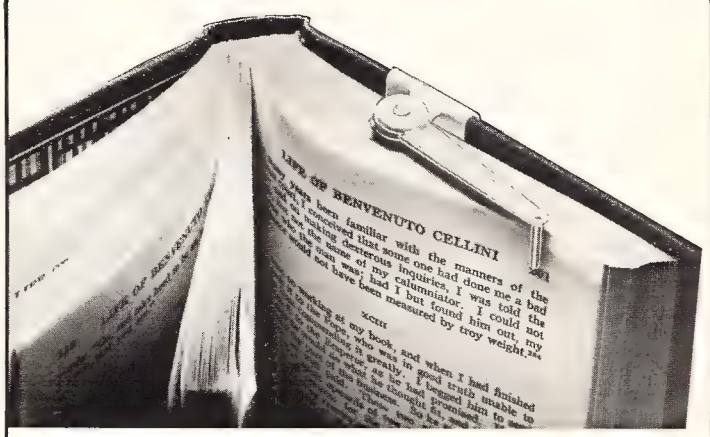
Over 100 years ago, English mill town children had no shop toys available to them and fashioned their own skipping ropes from "borrowed" bobbins and window sash cord. We were intrigued with the thought that skipping ropes similar to those fashioned for play over 100 years ago, would re-emerge as a tool for living today. The jump rope comes with its own jute carrying bag and is $8.50 postpaid. (A-2)

7" tall 4 minute timer. $10.00 postpaid. (A-3)

SEEING THROUGH TO THE TEA

Tea can soothe the nerves, quiet an upset stomach, cleanse your skin, even dye your ribbons. Its aroma is very subtle; not until you take your first sip can you appreciate the special fragrance of the Darjeeling, China Black, oolong, or tisane. And the full flavor of the tea can't be brought out unless the water is boiling furiously and the tea is steeped properly.

The Museum of Modern Art liked this teapot's appearance so much that it's been placed in their Permanent Design Collection. The Teapot, made out of strong, thin glass, is pure joy in its shape and simplicity. Tea leaves go into a glass cylinder with slits in the bottom. When the hot water is poured through the leaves and into the pot, an amber cloud spreads slowly through the water until it reaches a consistent color and you know the tea is ready to drink. The problem with most teapots is that the leaves stay in, making the second cup too strong. With this pot, you stop the brewing instantly by simply removing the cylinder. The Jena teapot is $32.50 postpaid. (A-4)

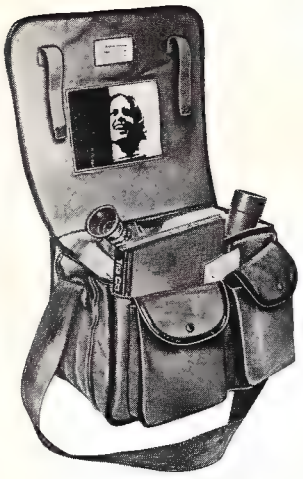


THE PERFECT BOOKMARK

The world probably doesn't need a perfect bookmark; but we thought you'd enjoy learning about some ingenious soul's efforts to improve on the dog-eared page or piece of paper inserted between pages. Actually, the bookmark is very helpful because it keeps the right-hand pages of book in place as you read. A hidden spring mechanism slips over the cover of a book and its lever arm presses against each page as you read it. All this technology will only cost you $3.50 plus 50¢ postage and handling. (A-5)

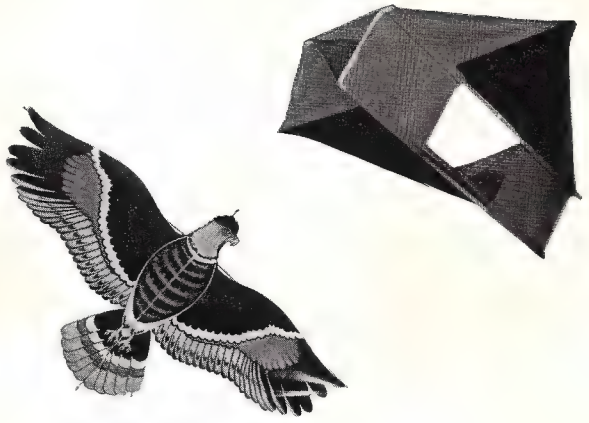
Tools For Living is an attempt to bring worthwhile goods and services to your attention. Our items are not selected by an organized process. We've simply asked some friends of ours to scout around the country to find some items of true value that do what they say they'll do—at a reasonable cost. A tall order, given the proliferation of products today. We believe that you will find some items that you will like—and we hope that you'll order them through us.

SHOULDERING YOUR LOAD



This oversize bag is an overwhelming success with photographers, artists, students, musicians, dancers, opera singers, nuns, poets, duck hunters, cyclists, plumbers, teachers, filmmakers, pilots, architects, doctors, reporters and travelers . . . because it's a veritable labyrinth of roomy pockets that contain and organize an amazing amount of things and looks good on everybody.

Its real name is the Danish Bookbag. *New West Magazine* called it simply "The best device for carrying things ever invented." It is a veritable labyrinth of pockets and hidden compartments. Made of waterproof canvas that wears like iron, the bookbag has an unusual zipper design that enables the bag to expand to double its normal width—to a full 8 inches—so there's always a place to stuff one more thing. Then when you are sure it's stuffed to capacity, stash a couple more items in the two outer pockets in front, add some GAMES issues in the large back pocket—and try not to topple over from the load. Whether you sling it over your shoulder or carry it on your back, the adjustable 2" wide strap makes the burden easier. Specify grey, cinnamon brown, bright blue. $32.50 plus $2.00 shipping. (A-6)



SUPER SOARERS

A lot of people we know are on a kite-flying high. Maybe because these 3,000 year old devices now serve to bring us close to nature. No motors, no pollution, just the gentle tug of the wind. And the beauty of it is, when you're done decorating the sky, kites look great hung from a ceiling or wall indoors. If you are a grown-up kid, don't feel embarrassed owning a kite. *Kitelines*, the quarterly of the American Kitefliers Association, recently reported that 78 percent of enthusiasts are over 20 years of age. We asked the people from Go Fly a Kite, Inc. to recommend two of their best sellers for both enthusiasts and beginners. They pointed out the eagle and the French military designs. The eagle kite has a 53" wingspan and is made of high grade black and red plastic. The blue and yellow French Military version is made of strong, lightweight cloth and measures 28" x 25".

Eagle kite $5.00 plus $1.00 shipping (A-7)
French Military kite $7.50 plus $1.00 shipping (A-8)
Kite reel with 500 feet of 30 test line $3.50 postpaid (A-9)

PHYSICS FOR THE BOOKISH

Have you ever wondered why bookends never work? There's a hint in the fact they are called bookends rather than bookholders. Even if you find a pair heavy enough to resist the weight of a number of books, what happens when you remove a couple from the center? Right. The domino theory in action. Well, we've come across a solution that's based more on the enclave theory—and it works. It's called Bookworm from the Pentalic Corp. A spring steel coil on one end pulls the books firmly against the flat endpiece. Take out a book or two and the coil rolls up smoothly, keeping the others in place just as securely as before. Simple. Bookworm costs $8.95 plus 50¢ to cover postage. Specify white, black, red, or blue. (A-10)

Send to: TOOLS FOR LIVING c/o Games Magazine, 515 Madison Ave., New York, N.Y. 10022

item # qty description price

☐ check enclosed ☐ Visa ☐ Master Charge

card # _____ expiration date _____

name _____

address _____

city _____ state _____ zip _____

total enclosed _____

1/79

...And Still Undefeated

Fred Dryer came walking toward me. He was wearing his shorts, his sneakers, and his muscles. Fred Dryer, who plays defensive end for the Los Angeles Rams, is mostly muscles. The average person, I recall an assistant trainer for the Rams telling me, has 30 percent fat in his body; the average athlete has 15 percent; Fred Dryer has 4 percent. I may have the numbers slightly wrong, but I have the impression right. Fred Dryer ripples as he walks.

Dryer is one of my favorite football players. He has been one of my favorites ever since a remark he uttered during a National Conference championship game. It was late in the game, the Rams were losing, time was running out. One of Dryer's teammates came to the defensive huddle, his fists clenched, his eyes blazing with amphetamine fury, and snapped the phrase of ultimate dedication, the phrase beloved by coaches and other zealots: "There's no tomorrow." Fred Dryer, at that moment, looked his teammate straight in the glazed eye and said, calmly, "Tomorrow is Monday, I think."

"I've never heard anyone make fun of my IQ," Dryer said, pleasantly.

"What are you doing here?" Dryer said, as he walked up to me on the campus of Cal State Fullerton, the site of the Rams' 1978 pre-season training camp.

"Came out to see George Allen," I said, referring to the Rams' new coach. "And I also wanted to play a game of football with you."

Dryer looked at me as if I were insane on both counts. He couldn't imagine why anyone would *choose* to spend time with George Allen—Allen is one of those who believes, deep in his heart, there really is no tomorrow—and he couldn't understand why I would want to damage my body, even though it was certainly not, by Dryer's standards, quality goods.

"No, I don't want to play football with you," I explained. "I want to play a *game* of football. A *board* game. I mean, I'm not Plimpton. I just want to write a column about playing a board game of football against a real football player."

"You mean one of those games with spinners and things?"

"Well, this one doesn't have spinners. It's got dice. Five of them. One black and one green and one red and two white. It's called Paydirt. It's all based on *tendencies*, figured out by computers, you know, just like your defense."

"I don't like to play *any* game with spinners or things," Dryer said. "I got to go lift weights now."

I made one more pitch. "Look," I said, "everyone's always picking on defensive linemen, making fun of their intellect and all. If we play this game, and you outthink me—a *writer*—and I do a column about it, look what it'll do for your image, for the image of all defensive linemen. They won't make fun of your IQ anymore."

Dryer's 96 percent fat-free body stood tall in front of me. "I've never heard anyone make fun of my IQ," he said pleasantly.

"Dumb lineman," I said, after Fred had walked out of earshot.

I should have known better than to try to get a defensive end to match me in a battle of wits. I decided to go to the top of the Rams, intellectually, to the quarterback, Pat Haden.

Haden is a man of knowledge and reflection, a Rhodes Scholar, in fact. He had been studying at Oxford the previous winter when the Rams announced that George Allen had been named head coach. A few days later, Haden had received a telephone call in England from Allen, who was in Greece, vacationing. Allen suggested that the two of them meet for dinner in Paris; Haden agreed.

The young quarterback flew to Paris and checked into the Georges V. "I had a vision," Haden said later, "of George and me, strolling down the Champs-Elysées, discussing art and history and literature." Instead, at dinner, Allen handed Haden a playbook and suggested that he begin studying the Rams' new offense. The dinner conversation, as Haden recalls, did not touch upon art or history or literature. Football dominated.

"Did you ever meet a man so single-minded about football?" I once asked Haden, referring to Allen.

"I never met a man so single-minded about anything," Haden said.

I had first met Haden in 1977 when he was competing with Joe Namath for the starting quarterback position on the Rams. Haden knew that Namath and I were friends, and Haden is not only bright—he is diplomatic.

"Pat," I said, "you're one of the most intelligent men in the National Football League. I wonder if you'd take the time to play this football board game with me."

Haden smiled charmingly. "I think Joe's a terrific guy," he said.

(continued on page 59)

George Long/SPORTS ILLUSTRATED © 1978 Time Inc.

WORD ROW

INVISIBLE LETTERS

by Dmitri A. Borgmann

English is well known for the often astonishing difference between the way a word is spelled and the way it is pronounced. That's why two common words, YOU and EWE, which do not share even a single letter, are identical in pronunciation, while even fairly long words such as UNIONIZED can be sounded in two different ways: one way to mean "not ionized," another way to mean "organized into a labor union."

One of the more interesting quirks of English phonetics is the phenomenon of "invisible letters"—letters that sound as if they are present in a word even though they are not. For instance, if we *listen to,* rather than *look at,* the word QUICKLY, we hear a W in it. In the same fashion, BOUQUET includes two invisible letters, A and K, and XYLOPHONE boasts three of them: F, I, and Z.

Is it possible to find reasonably common English words or names in which each of our alphabet's twenty-six letters, in its turn, is sounded without appearing in the visible spelling? See how many of the twenty-six invisible letters you can find, without using any of the words just given as examples.

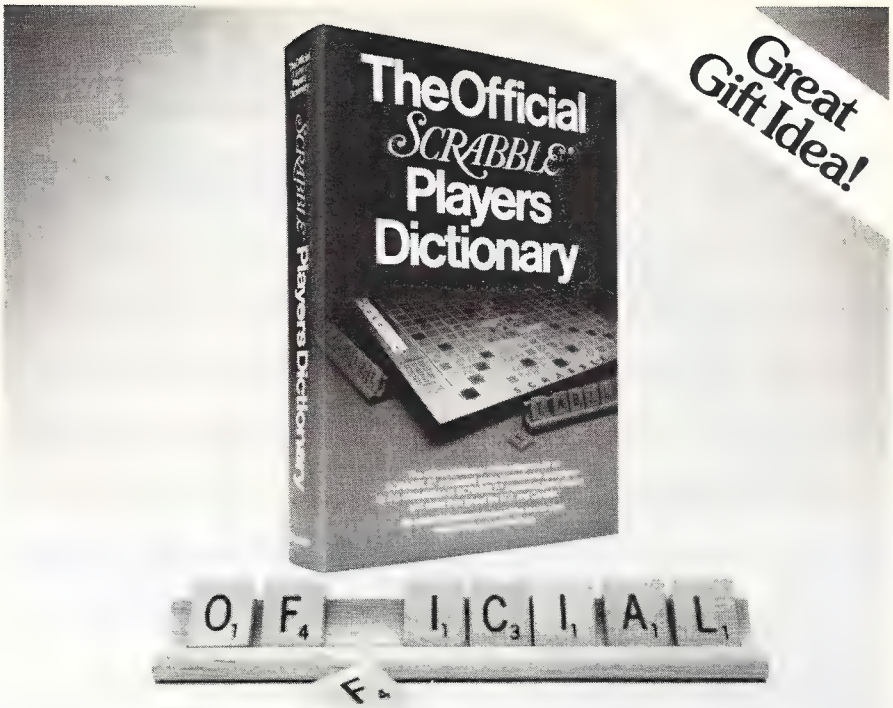
If you wish to strive for finesse, avoid selecting words which, somewhere else in the word, include the invisible letters visibly. For instance, MACHINE features an invisible E between the H and the N, but its effect is spoiled by the visible E at the end of the word.

In the case of the vowels—A, E, I, O, U, and Y—finesse dictates that you find examples in which the vowels are sounded precisely like their names, even though these letters occur with various other pronunciations. It is also desirable (though not always possible) to avoid using any proper names.

Nine invisible letters—B, D, H, L, M, N, P, R, and V—are difficult to find represented in more than one common word or name. Those who enjoy extraordinary challenges may wish to tackle the problem of locating second examples for these nine letters—other than compounds or derivatives of the first examples, of course. I have been successful with only three of the nine letters: H, N, and V. Can you top me?

Answer Drawer, page 61

Dmitri A. Borgmann is the author of three books on wordplay. His articles appear in Word Ways, The Journal of Recreational Linguistics.



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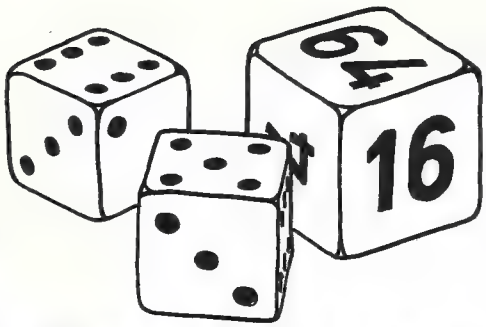

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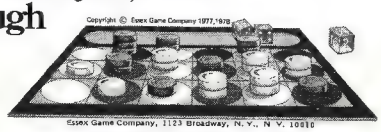

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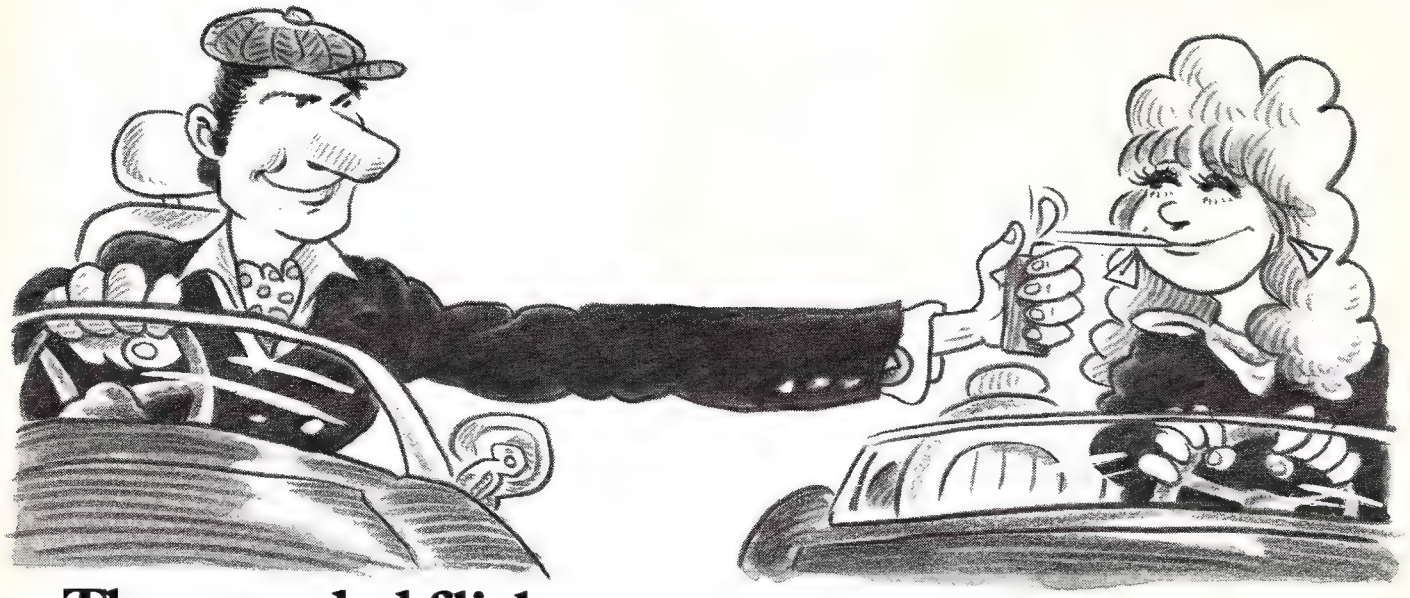

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Call Our Bluff

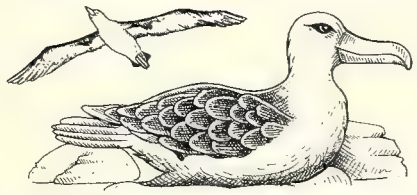
Encyclopaedia Etymologicalis

by Nort Bramesco

Our resident bamboozler, Jeremy Piltdown, is at it again. Because (as he puts it) words are so important to a person's vocabulary, the old fake has dreamed up this etymological gallimaufry designed to find out how well you can distinguish between real and fanciful word origins. He has provided examples of both. Your challenge is to distinguish the "coin" of the realm from the wooden nickels.

Answer Drawer, page 60

1. **albatross** Upon first encountering this white seabird, Portuguese mariners mistook it for a pelican. It was only natural that they



would refer to it by its Portuguese name, *alcatraz*. (The island in San Francisco Bay was originally inhabited by pelicans.) Albatross is a corruption of *alcatraz*, itself derived from the Arabic *al qadus* (water bucket), a reference to the pelican's pouch.

2. **amazon** In Greek mythology, a tribe of fierce, warrior females. The term evolves through the prefix, *a* (without, as in *a*typical), and *mazos* (breast). The Greeks believed that these women cut off their right breasts to eliminate any impediment to archery and assure the true flight of their arrows.

3. **ambush** According to legend, a general, suspecting that his enemy lay concealed in a forest, had his men throw stones into the trees. The stones would dislodge birds, *if* the birds hadn't already been flushed by enemy soldiers hidden *in boscis* (Latin for in the woods). Gradually modified to ambush, the term still denotes a surprise attack by hidden enemies.

4. **corduroy** At one time, an elegant cloth of woven silk, worn only by the kings of France as part of their hunting attire. It derives from *corde du roi* (cord of the king). Both the word corduroy and the cloth it designates are corrupted and decidedly more humble versions of the originals.

5. **gibberish** This word is derived from the first name of Jabir ibn Hayyan, an eighth-century scholar and alchemist, who was said to have written more than two thousand learned treatises. The "scientific" language he used was so abstruse as to sound unintelligible to the uneducated ear.

6. **hoax** A shortening of *hocus pocus* (itself a piece of dog Latin), hoax is said to derive from the words of the mass (*Hoc est enim corpus meum; hoc est corpus fili*). Because of its sacred origin, the term *hocus pocus* supposedly possessed occult powers and was frequently intoned as a catalyst to magic or trickery. En route, the word hoax has come to denote a trick or fraud.

7. **hysteria** From the Greek *hustera*, meaning womb. Ancients believed that the womb was not connected inside the body, and when it moved within the abdomen, the sensation caused women to scream, weep, and act irrationally. Only in the recent past has the word lost its sexist connotations.

8. **ketchup** This term is derived from the onion-and-spice-flavored tomato preserves used in remote mining areas or lumber camps of the American West where vegetables could not be grown. The sauce was referred to as cat's blood, but lumberjacks, drawing upon their arboreal habitat, euphemistically termed it cat sap. The word progressed through attrition to catsup, and eventually, ketchup.

9. **marmalade** An elision of *Marie malade*, sick Mary. The lady referred to was Mary, Queen of Scots, who during an illness could only keep down the sweet conserve of fruit prescribed by her physicians. The "medicine" eventually came to be known by the name and condition of the patient.

10. **piker** During pioneer days, a group of migrants to California became notorious for

their cheapness and small-stake gambling practices. They came from Pike County, Missouri. (Needless to say, "Sweet Betsy from Pike" of folksong fame was an exception.) The region remains under the stigma to this day—home turf of any individual who does things in a small, contemptible, or miserly way.

11. **posh** In the days of the British empire, the most elegant accommodations on steamers to India were those exposed to the best weather—*p*ort out, *s*tarboard *h*ome. Posh comes from the first letters of these four words.

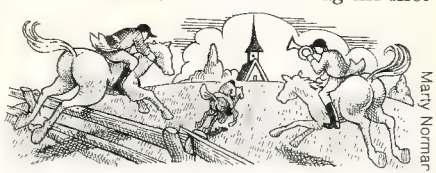
12. **praline** Named for the Marshal du Plessis-Praslin, a French soldier and diplomat who became minister of state in 1652. As the story goes, the almonds he enjoyed eating gave him indigestion. The suggestion was made that sugar-coating the nuts would eliminate the problem. A variant of this confection came to be known to the Creoles of Louisiana as pralines.

13. **pumpernickel** A staff of life for the Russian peasantry, this dark rye bread was discovered by Napoleon's troops during his campaigns in eastern Europe. So disdained was the crude bread that Napoleon deemed it fit only for his horse, Nicole's, consumption. The current pronunciation is a variant of his pronouncement, *bon pour Nicole.*

14. **ragamuffin** Despite what seems obvious, this word is not derived from tatters or baked goods. It comes from the Sanskrit words, *raga* (a Hindu musical form) and *muffee* (small child). A common practice in the streets of Benares was for sitar players to have their youngsters solicit coins from spectators. These children were called *raga muffees*, which the English turned into ragamuffins.

15. **smithereens** An eponymous term after James Willard Smithers, British chemist and mineralogist who developed an inclined plane for lateral shearing of stone to facilitate quantitative assay. The tiny, characteristically shaped shards produced were called smithereens as a joke by Smithers' colleagues.

16. **steeplechase** The cross-country diversion on horseback was devised by a group of English fox hunters returning home one day empty-handed. One of the number suggested they race to a distant church spire by the most direct route, the winner being the first



Marty Normar

to touch the stones of the steeple with his whip. Since then such a course over obstacles has been known as a steeplechase.

17. **teetotaler** In September 1833, one Joseph Turner, a craftsman of Lancashire, was addressing a group of townsmen on the virtues of total abstinence from liquor. Unfortunately, the good burgher stuttered. His advocacy of t-t-t-t-total abstinence gave his opponents an opportunity to ridicule his ideas by calling him a teetotaler. The term eventually lost its pejorative connotations and survives to this day.

18. **typhoon** A meteorological phenomenon named for Typhon, the fire-breathing monster of Greek mythology who begot such awesome creatures as the Sphinx and the Chimera. For also siring terrible windstorms, he was banished by Jupiter to Tartarus. □

The Amazing Bridge Exploits of Captain Diggery Piper

by Terry Quinn

NORTH (McGonigle)
♠ 4
♡ Q 9 8 5 4 2
◇ A K 5 3
♣ J 4

WEST (Quinn)
♠ Q 9 3
♡ K J 10 7 6
◇ Q J
♣ A K Q

EAST (Steinkamp)
♠ J 2
♡ 3
◇ 10 9 8 4 2
♣ 10 9 7 3 2

SOUTH (Piper)
♠ A K 10 8 7 6 5
♡ A
◇ 7 6
♣ 8 6 5

N/S vulnerable. Club King led.

SOUTH	WEST	NORTH	EAST
1 ♠	Dbl.	Rdbl.	Pass
4 ♠	Pass	Pass	Pass

Rhonda Klapper

EPISODE VI: *In Which Diggery Performs "The Soho Strip"*

You see before you a heart-rending hand—a hand in which your humble diarist rejected a simplistic (albeit effective) defense, engineered a far more imaginative line, and, for his pains, was force-fed another dose of Piper poison.

That summer evening I was seated across from the eighty-three-year-old dean of the Congressional Duplicate Bridge Club. My list of potential partners had, for some inexplicable reason, dwindled of late, but once I offered to pay half of former Senator Richard "Tightfist" Steinkamp's entry fee (the man's chief activity during his forty-two years in office had been birddogging the $2,023-per-annum budget of the National Emergency Preparedness Board), he eagerly accepted. Steinkamp was now as stingy with a bridge trick as he had once been with John Q. Public's dollar. I knew I would have to bring to that night's play an even larger measure of care than was my wont.

Our game went rather smoothly until we reached table four, which was occupied by the Captain and by that comely vision of blind luck incarnate, Sally McGonigle. After watching aghast on the first hand as Piper and his accomplice scrambled to game over my eighteen points, I led out the club King and noted my partner's play of the two. "Take the trump four off dummy," I could fairly hear that deuce scream. But the good Senator could not know my dilemma. Who, I ask you (not counting Sally of course), would lightly lead from the guarded trump Queen into the teeth of a presumed Ace-King-Jack combination just to scotch a third-round club ruff which declarer might not even need? Instead, I slyly pushed the heart Jack, which was taken by Diggery's Ace. When he surrendered another club to me, I turned to him with a smile and—I now freely admit it—grossly overstepped my bounds. "No use trying to coax out a trump shift," I said to him. "I'm up to your subtle machinations."

"I beg your pardon?" he replied.

"It would be just like you to sit there with two clubs and act like a man with three. Well, you're not gyping me out of my Queen." And here (never suspecting for a moment that a spade, a diamond, or even a club would have sealed the Captain's doom) I led the heart six. This brought a hopeful Queen from dummy and from Steinkamp, the trump Jack—a card which, for very different reasons, caught Piper and me both by surprise. He had not expected the five—one heart split, while I had not expected to find so key a trump in my partner's hand.

My first reaction was one of remorse at not having smothered dummy's spade as I'd been instructed. Yet I quickly realized that what had not been done with a bludgeon had been done with a stiletto. As the Captain covered that insidious knave with his Ace, I tabled my trump holding and vented a month's worth of frustration. "Here," said I, "let me save you a bit of time. My Queen-nine-low of trumps lies behind your King-ten. I get two more tricks and you're down one."

"Not," said Diggery, "if you're holding what I think you're holding."

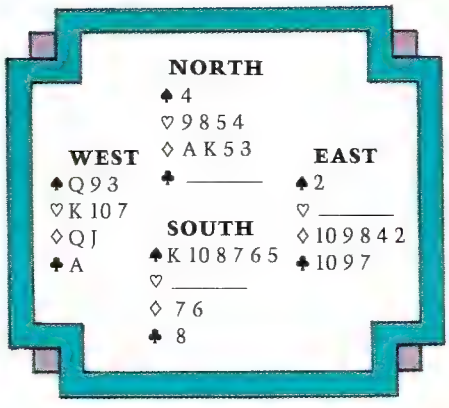
"Oh brother," Sally warned. "Here we go again!"

Piper now splayed his nine remaining cards on the walnut tabletop (*see end position*), "lest the defense should labor under the least disadvantage," and cautioned Sally to avert her gaze. "The stratagem to which I find I must now resort," he explained, "is hardly a fit display for a lady's eyes."

"What's it called?" Sally asked.

"The Soho Strip." And for the first time I saw the Captain blush.

Once his partner had uttered an involuntary exclamation and duly turned her eyes floorward, Diggery's lurid performance began. First he sashayed to dummy with a diamond and ambled back to his hand via a heart ruff. Then he repeated that shameful routine, thereby peeling my sidesuit protection down to a scanty heart and club. Next he set about bumping the latter by ruffing his club eight in dummy and grinding my heart suit to nothing with a final ruff in hand. "Ready for the showstopper?" he teased. I was sitting there now stripped of all but the Queen-nine-three of trumps which still lay face up on the table. When Piper played low from his King-ten-eight, my embarrassment was complete.



"Can I look now?" asked Sally.

"Yes," Diggery replied, calmly smoothing down the ruffles of his shirtfront. "Yes, you may look. And let what you see be a lesson to you—to wit, a man who somehow managed both to pull the wool over his own eyes and to end up with not a stitch on." □

NEXT EPISODE: *The Monitoring of the Merrimac.*

Terry Quinn is a novelist, ghostwriter, and journalist living in Washington, D.C.
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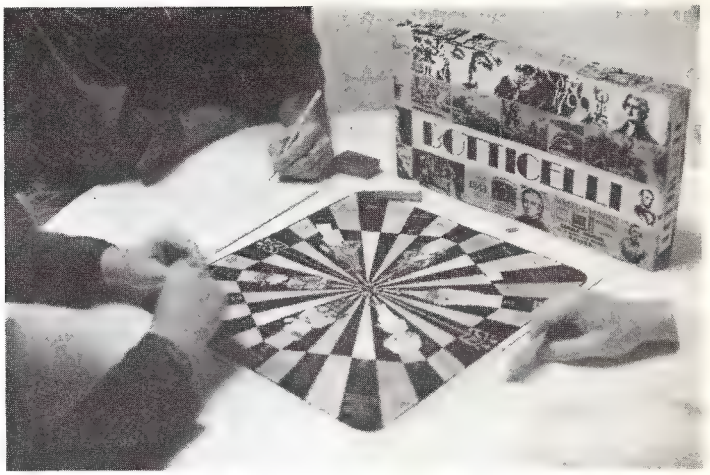

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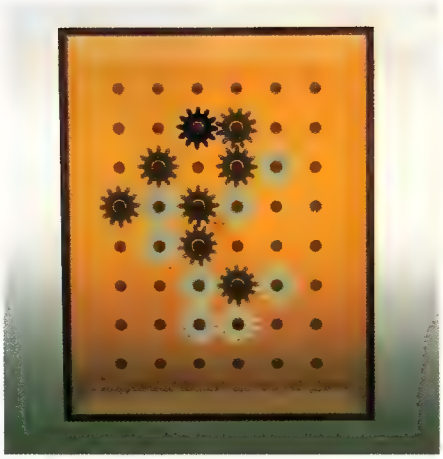
GAMES & BOOKS

The Power Game distributed by Hobby Marketing, Inc., around $5.



The Power Game is a remarkably enticing little strategy game for two players. It's attractively presented on a translucent plastic playing board with six rows of eight pegs each. The pieces are small, interlocking gears, placed in a line on the back row of pegs at the start of a game.

The rules are simple and clearly written. A move consists of moving any gear onto a peg diagonally, vertically, or horizontally adjacent. One piece, the master gear, has an arrow on it. The master gear may be moved according to the same rules. The object of the game is to build a chain of interlocking gears so that, upon your turn, you can rotate your master gear and thereby cause the opponent's master gear to turn in the direction of its arrow. At the same time you must defend your master gear from being linked to a chain that can be turned by your opponent.

It doesn't take very long to master the mechanical principles of the game. However, the strategic implications of where you move your master gear and how you can force your opponent to make his master gear link up to a chain of gears result in a very rich and entertaining half hour of play. —B.D.K.

Lose Your Shirt from House of Games, around $8.

Easy to learn and simple to play, Lose Your Shirt brings together touches of betting, bluffing, strategy, and luck, making it fun for adults to play with kids.

The board is a race track, and the idea is to bet a bundle on the pony that will finish in front. Movement of the horses is dictated by the play of cards, but what makes this race game deviously interesting is that your opponents don't know which pony you're backing. You can disguise your intentions by playing cards to help the competition—all the while hoping that your opponents are unknowingly returning the favor. But strategy depends on the hand you've been dealt, your ability to maintain a poker face, your best guess about what the other players are up to, and—not least—the size and nature of your wager.

Lose Your Shirt. Considering the fun you'll have trying, it's probably worth the risk. —Roger Verhulst

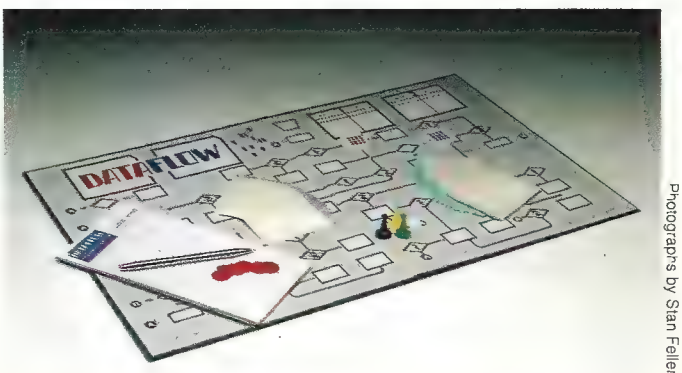
Dataflow by Stephen Burkhard, available from Systems, Inc., of Baltimore, 300 Hospital Drive, Glen Burnie, MD; $10.95 plus postage.

Well into the age of computer technology there are still a lot of people who would like to know how that invaluable tool of the programmer—the flowchart—works. This game teaches you just that, since the board is itself an authentic flowchart, around which the players (two to four) circulate.

At first glance, the board appears to be a tangled mess of spaces and lines; fortunately, however, it follows the strict logic of a computer: all the lines have arrows to indicate the direction and manner in which players can travel from space to space. The intention is to land on the rectangular "instruction" spaces, preferably those that add to your running score rather than deduct from it. The object is to accumulate the most points.

The diamond-shaped "decision" spaces are labeled either "Switch 1" or "Switch 2" and each has two lines (one red, one blue) leading from it. By playing the "program control cards" which are obtained in various ways during the game, you affect the status of these switches across the entire board. For example, before you go through "Switch 1" you might play a card from your hand changing the color of all "Switch 1" spaces to red, allowing you to follow the red lines to advantageous instruction spaces.

There are many games based on computer science, including some simulations which can take up to several weeks in preparation for play. Considering Dataflow can be played in about an hour, it is by far the best on the subject I have ever seen. —S.S.



Photographs by Stan Fellerman

Creative Puzzles of the World by Pieter van Delft and Jack Botermans, text by Chris Cooper and Charmian Murley (Harry N. Abrams, Inc., 1978, 200 pages, hardcover, $18.50).

The Puzzler's Paradise: From the Garden of Eden to the Computer Age by Helene Hovanec (Paddington Press, 1978, 160 pages, paperback, $5.95).

Why is a successful puzzle solver like a madman? Answer: He goes out of his mind. Way way out. The most tantalizing and rewarding puzzles require a leap of intuition that transcends normal logic.

Assume, for instance, that you are a young girl trapped in a pebble-strewn field with a suitor she detests. He has dropped two pebbles in a bag: if she pulls out a white pebble, she is home free; if she pulls out the black one, she must marry him. She realizes that he has craftily put two black pebbles in the bag; but, reaching in, she fumbles out a pebble in feigned nervousness, and before its color can be seen lets it fall among the other pebbles on the ground. "Never mind," she says, "we can easily find out what color it was for it was the opposite of the pebble that is still in the bag." Thus, much to her suitor's dismay, our clever heroine proves that black is white and presumably dies a sweet virgin.

Creative Puzzles of the World is perhaps the most all-inclusive collection of non-verbal puzzles ever assembled. It is a voluminously illustrated cornucopia of moving-piece puzzles, dissection problems, disappearance puzzles, polyforms, matchstick puzzles, construction puzzles and packaging problems, magic squares—hundreds upon hundreds, each meticulously diagrammed and explained.

The instructions for making the puzzles and putting them together, hard as that may be, are for the most part excellent. But these are not amusements for an occasional rainy evening at home; they are the stuff of a lifetime commitment. Promise me that when you have mastered "The Japanese Crystal" and "The Haselgrove Box," you will drop by my house and show me how to do them.

The Puzzler's Paradise applies wit-twisting to words, starting with Adam and continuing into computer problems of the post-industrial age. According to the book, the first palindrome was the greeting in Eden: "Madam, I'm Adam." The first anagram was the legendary dialogue between Pilate and Jesus: "Quid est veritas?" (What is truth?) asks Pilate; Jesus replies, "Est vir qui adest." (It is the man before you.)

In this manner, Helene Hovanec carries us from the dawn of time through the origin and development of all the great word puzzle categories—riddles, rebuses, magic word squares, diamonds, rhomboids, octagons, pyramids, half-squares, cryptograms, hidden words, crosswords, promotion puzzles, double-crostics, shaped puzzles, and their myriad relatives. She reviews the contributions of the seminal puzzlers: Sam Loyd, creator of the immortal "Trick Donkeys;" Lewis Carroll, master of the anagram; Mary Farrar and Torquemada, who brought to perfection the American and the British crossword puzzle; and Elizabeth Kingsley, creator of double-crostics.

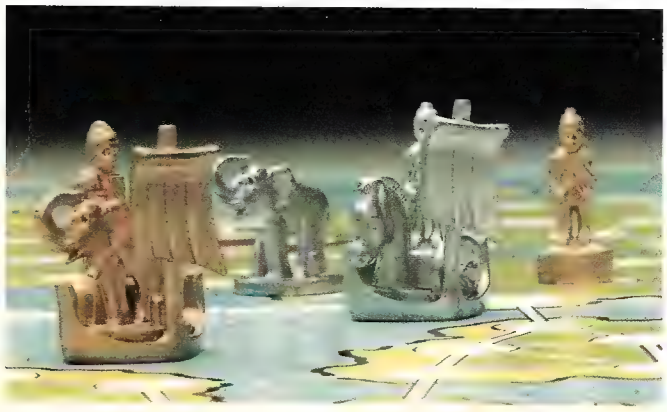
If you are a puzzle addict, do not choose between these two books. They do not overlap, but complement each other. You need them both. —Willard Espy

Steven Caney's Kids' America by Steven Caney (Workman Publishing, 1978, 413 pages, large paperback, $6.95).

Amid the many books offering "things to do on a rainy day," this well-illustrated and well-written collection of Americana sits at the top. There is "how-to" information on juggling, weather forecasting, milking cows, making candles, and nearly everything in between, including a chapter on making and playing puzzles and games. The instructions are easy to follow and rarely require materials you don't already have in the house. Highly recommended for children, though there are many projects adults will want to delve into when the kids aren't around. —P.M.W.

Conquest available from the inventor, Donald Benge, 1122 West Burbank Blvd., Burbank, CA 91506, $10; with metal pieces $25; California residents add state sales tax.

Conquest was created to fill the gap between chess and the hexagonal grid war games (although no knowledge of either is required). Each of the two contestants maneuvers a medieval army of twenty land pieces and a navy of six sea pieces, shaped so that soldiers can be mounted on elephants or chariots, and these in turn can be carried by ships or galleons.



The board depicts four islands and surrounding seas, both land and water being marked with circles on which the pieces are placed. Roads, sea lanes, and bridges allow for travel around the board.

At the start of the game each player's pieces are placed in and around his capital. The first player starts by making up to ten moves, divided at will among the pieces, except that each piece has a maximum allowable range. After this opening move, each player makes up to twenty moves per turn.

Landing on an enemy piece captures it, but any opposing piece within one or two moves of the capturing piece can be used to make a recapture, after which the original player continues his turn.

A player wins by completely occupying the enemy capital, or by wiping out all of the opposing land forces.

The rules can be learned in minutes and a game can usually be played inside of an hour and a half. Yet Conquest possesses a flavor of battle that compares favorably with that in the more complex and time-consuming hex war games, and still retains much of the clarity of chess.—S.S.

E
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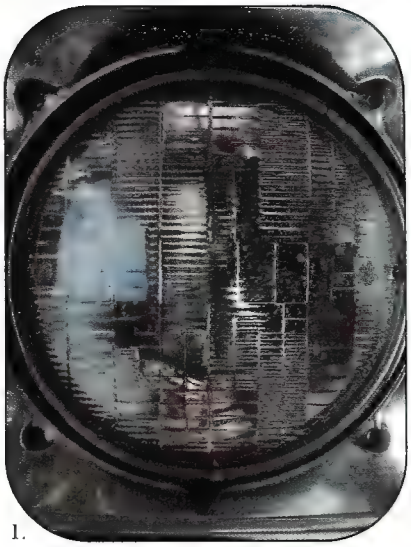
BALL
BENDERS

WHATARETHESEOBJECTS?

SEETHEANSWERDRAWERONPAGE61.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Photographs by Kenneth Clare

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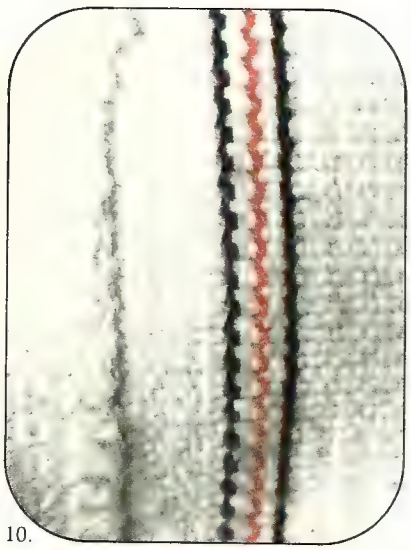

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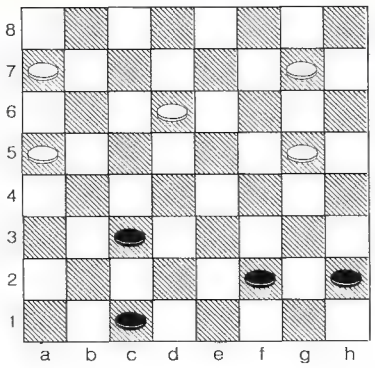
Dive Into Pool Checkers

The average American might be surprised to learn that the game of checkers he's familiar with is neither the most widely played nor the most interesting form of the game. International checkers, played on a 10 x 10 board with twenty checkers on a side, and the closely related game of pool checkers, played on an 8 x 8 board with twelve checkers on a side and known in the United States as Spanish pool checkers, offer possibilities of combination and sacrifice as intricate and beautiful as any in chess.



Rules for Pool Checkers:

1. The board is positioned with a dark square in each player's near left corner. Each player starts the game with one checker on each of the twelve dark squares of the three rows nearest him. Play is only on the dark squares, and Black moves first.

2. The object of the game is to prevent one's opponent from being able to move, either by capturing or blocking all of his checkers.

3. A single checker (or "man") can only move one square diagonally forward to an unoccupied square. Men can capture, however, by jumping *either forward or backward* over an opposing man or "king" (see Rule 5) provided the square beyond is unoccupied.

4. Captures are compulsory, and a man or king that makes a capture must continue, if able, to make further captures on the same turn. If more than one different jump or multiple jump is available, a player may choose any of them and is not required to make the move that results in the greatest number of captures (as he would be required to do in international checkers).

5. A man that ends its turn on the last rank, either by moving or jumping there, becomes a king (distinguished from other pieces by being "crowned" with a piece of the same color lost earlier). If a man that jumps to the last rank has one or more further captures available that would bring it back off the last rank, it must make those captures and does not become a king on that turn.

6. A king moves any number of squares along a single diagonal (like a bishop in chess), capturing any enemy piece that it passes over. A king may pass over any number of empty squares in front of or beyond the captured piece(s), and must end its jump on an empty square; but it may not pass over any checkers of its own color or over two adjacent opposing checkers. If a king making a capture can land on a square from which it can make a further capture, it must move to that square and continue capturing. Kings are captured in the same way as single men.

7. (*Miscellaneous*) Captured checkers are not removed from the board until the capturing man or king has finished making all jumps. In making a series of captures, a man or king may not jump over the same opposing man or king more than once. Should a situation arise in which the only remaining checkers are four kings, three of which belong to one player, then the game is a draw if the lone king survives for thirteen moves.

In the diagram above left, Black, on move, has a way of forcing a win. Coordinates of the starting and ending squares of each move are given, corresponding to the letters and numbers alongside each diagram. The symbol "–" indicates a simple move; the symbol "x" a capture or a series of captures.

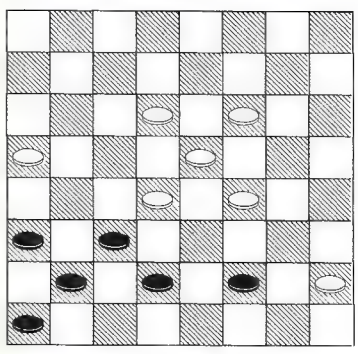
In spite of being a man down, Black wins by: (1) c3–b4, a5xc3; (2) c1–d2, c3xg3 (by Rule 5, White's man does not become a king); (3) h2xf8 (Black's man, having terminated its move on the last rank, does become a king), d6–e5; (4) f8–c5, e5–f4; (5) c5–f2, a7–b6; (6) f2xa7, f4–g3; (7) a7–b6, g3–h2; (8) b6–g1. White's last checker is blocked, so Black wins.

Below are three pool checker problems. In each case, it is Black's move, and your task is to find the series of moves that will force a win for Black.

Vladimir Kaplan is a grandmaster at checkers and earns a living playing and writing about the game. Russian-born, Kaplan and his family emigrated to this country in June 1977. Two weeks later he won the U.S. Pool Checkers championship without losing a game. He has won again this year.

Answer Drawer, page 61

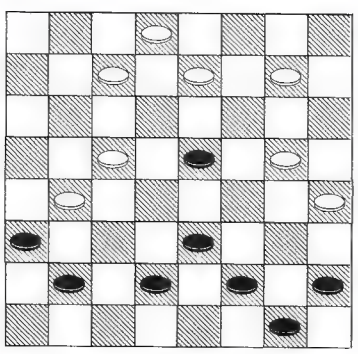
White



Black

Problem 1: By sacrificing four men in his first three moves, Black can set up a devastating quintuple jump.

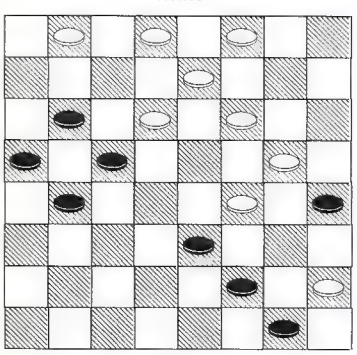
White



Black

Problem 2: Black's position seems critical because his advanced man on e5 is vulnerable to attack. (1. b2–c3, e7–d6 will leave Black in a losing position, despite equality of pieces.)

White



Black

Problem 3: Here Black destroys the numerically superior forces of his opponent with the help of a beautiful, though lengthy, combination.

The Elements of a Back Game

Backgammon is loaded with excitement, but one of the most exhilarating thrills has to be the following sequence of events: (1) You set yourself up in a perfect back game position; (2) your opponent leaves a man exposed while bearing off; (3) you hit the blot; (4) you go on to turn the game around and win. There are times though, when a back game setup fails to yield a shot, or if a shot is yielded, the player either fails to throw one of the numbers needed to hit or hits too late in the game, after his inner board has evaporated. Such a disaster often leads to a gammon, which is good reason to heed this advice: Get yourself into a back game only when you have fallen behind in the race and it is apparent that there is no other way to win.

There are several characteristics of a good back game. The most notable is the possession of two back points in your opponent's inner board. The "perfect" pairs of points to occupy are the 1-point and 3-point or the 2-point and 3-point, as these offer the optimum chance that your opponent will be forced to leave a shot. The next best back game positions are the 2—4, 1—4 and 3—4, followed by the 1—2. For years this last position was thought to rank as one of the best, but it is actually one of the worst. Compare the positions in Diagrams 1 and 2. In the first situation there are ten rolls for Red that will give a shot (including a roll of 5-4 that exposes two blots). In the second position Red will leave a shot with only eight rolls—but this is only part of the story. With the 1—2 back game, Red will be unable to play a throw of 6 or 5 and thus may be able to hold his position longer. This could result in White's having to break up his inner-board defense before Red eventually yields a shot. Yet another defect of the 1—2 setup is that it is the most likely of all back game combinations to result in a gammon: all four back men are buried deep in enemy territory, and if a blot is not hit, it is very difficult to escape and get them all home before the opponent has finished bearing off.

Two other key elements of a good back game are adequate timing and a strong defensive blocking position. The latter does not have to be a prime or solid five-point inner board; all you need are three or four consecutive points with ample builders ready for making additional consecutive points quickly. Adequate timing means having the flexibility to maintain your position for many rolls so that even if a shot does not materialize right away, you will still be ready if it does so later. Note that White has excellent timing in Diagrams 1 and 2, but not in Diagram 3. Here Red will not yield a shot unless he rolls 5-3, and so White will have to exit with a back man or wreck his inner board at his next turn. Either of these actions will result in a losing position for him.

Good timing also requires hitting the opponent at precisely the right juncture so that when he lands on the bar, he winds up losing the game rather than being able to enter, come back around, and win the race. In Diagram 4 White's roll is 6-2. He should avoid hitting with the 6 because his defense is too weak. His best play is M—U to make his 5-point. (A dash indicates that one man is moved more than one of the dice.) By breaking his mid-point he leaves a blot, but this is of no consequence: if Red hits, White will be slowed down and this will help White's timing.

The technical skill that goes into a good back game was demonstrated in Diagram 5, where White was on roll. Though his inner board was anemic, he had ample builders and foresaw a solid defense within his next two or three turns. However, he was caught off-balance when he rolled double 3s. His first impulse was to reject hitting and wait for a subsequent shot when his inner board was more solid. To ignore hitting the blot, though, would have necessitated moving all his precious builders in too far, and so White found an imaginative alternative: EH' NQ RU SV (the apostrophe indicates that a man is hit): he hit Red's blot and proceeded to add two more blots in his inner board! It was a virtual certainty that if Red entered, he would be forced to hit. Red did exactly this and White got his fifth man back again and the timing that he needed. Within three rolls his blots were converted to points, and when he did get another shot and hit, he was able to contain Red and win an amazing game.

Now you can test your own back game skills. How should you as White play each of the following throws: (a) in Diagram 2, a roll of 5-1; (b) in Diagram 3, a roll of 6-4; (c) in Diagram 4, a roll of 4-1; (d) in Diagram 5, a roll of 2-2? □

Answer Drawer, page 61

Prince Joli Kansil, top-ranking backgammon player in Hawaii, is the inventor of Bridgette and several other games. He is the author of The Backgammon Quiz Book *published by Playboy Press.*

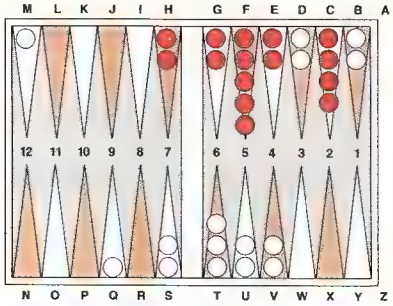


Diagram 1

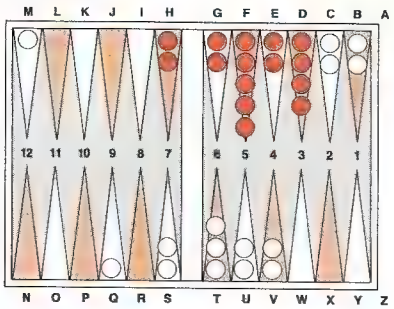


Diagram 2

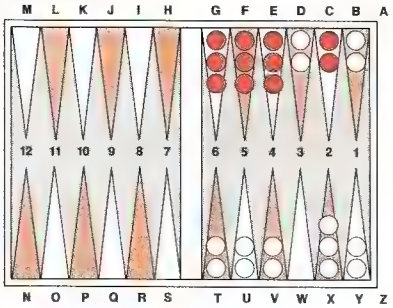


Diagram 3

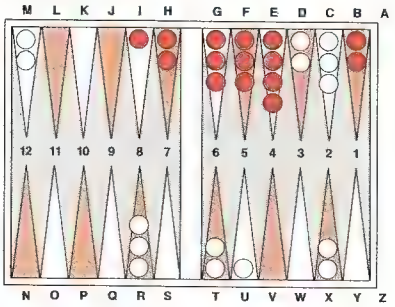


Diagram 4

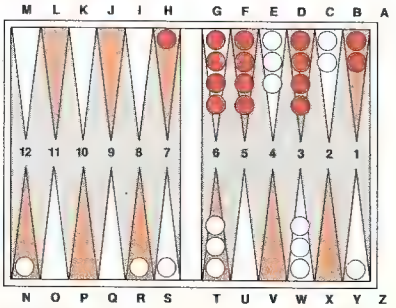
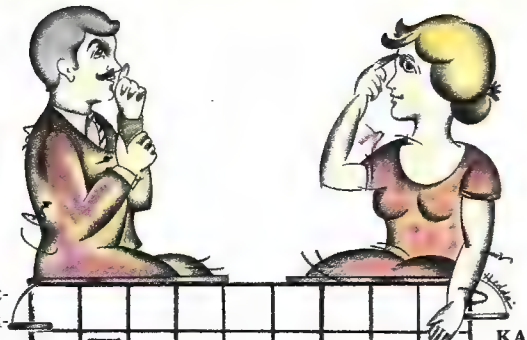


Diagram 5

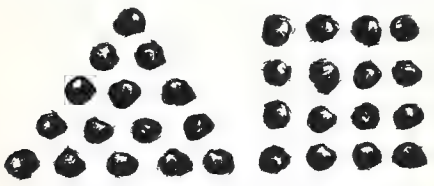
Games Mathematicians Play



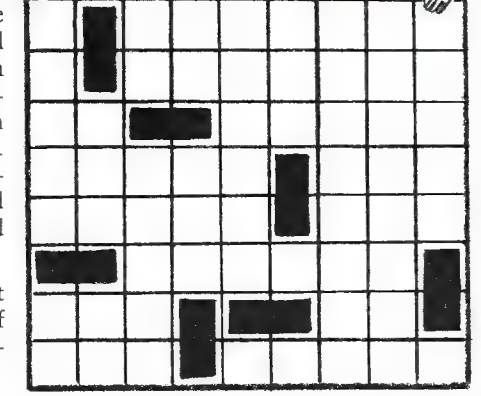
Many games can be played according to a perfect mathematical strategy. Nim, the first game presented below, is one of them, and new players may wish to puzzle through a few games before consulting the Answer Drawer (page 61) for a sure, though rather complicated, winning strategy. Frankly, we don't know the perfect strategies for all the other games presented here. We do know that they're fun and challenging to play.

Important Note: In all the games that follow, a player must make a move if able to do so; passing a turn is not allowed.

NIM (invented by Charles Bouton in 1902): Starting with three piles of stones, each containing any number (5 to 10 are suggested), players take turns removing one or more stones from any one pile. A player may remove an entire pile if he wishes, but he may never take stones away from more than one pile in the same turn. The player who removes the last stone is the winner.



TWO-DIMENSIONAL NIM Stones are placed in a rectangular or triangular array of any size. Players take turns removing one or more stones, not necessarily adjacent, that lie in any straight line. The player who removes the last stone is the winner.



RECTANGULAR DOMINOES Players take turns placing one domino (or other rectangular object) per turn on a square grid. One player places dominoes only horizontally, the other only vertically. Each domino must be placed so as to cover two adjacent squares, and no overlapping of dominoes is permitted. The last player to move is the winner.

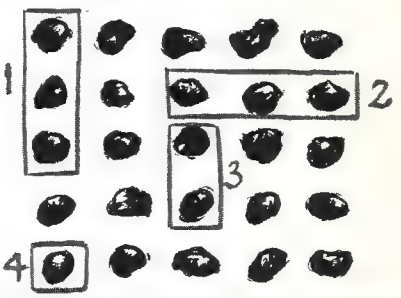
WELTER A strip of paper of any length is marked into squares. A number of stones are placed randomly along the strip, one per square, preferably leaving more squares empty than occupied. Players take turns moving a single stone to any *empty* square to its left, jumping over one or more other stones if desired. Stones cannot move off the left-hand edge of the strip. The last player to move is the winner.

Variation A: Same as above, but jumping over another stone is not permitted.

Variation B: Same as above, but (1) stones may only move one square at a time, and (2) landing on an occupied square is permitted but causes both stones involved to be removed from the strip permanently.

KAYLES (derived from Ninepins): Starting with a row of evenly spaced stones, players take turns removing either a single stone or a pair of stones that remain adjacent to one another. The player who removes the last stone is the winner.

TSIANSHIDI (invented by W.A. Wythoff in 1907): Starting with two piles of stones, each containing any number, players take turns removing either any number of stones from one pile or an equal number of stones from both piles. The player who removes the last stone is the winner.



CROSSCRAM (invented by James Bynum in 1972): Starting with a square array of 25 stones, players take turns removing one or more stones that lie adjacent to one another in a straight line. One player may only remove stones that lie in a horizontal line, the other may only remove stones that lie in a vertical line. A single stone may be removed by either player. The player who removes the last stone is the loser. *Answer Drawer, page 61* □

The games presented in this article (with the exception of Crosscram) have been adapted with permission from *Science News*, the weekly news magazine of science, © 1978 by Science Service, Inc.

After Math, Bewildered

Peter Miserendino

Millionaire II

Using an alphabet numbered in reverse (A=26, B=25, C=24, etc.), Millionaire II (September/October, page 18) posed the challenge of finding a word whose letter values when multiplied together equaled one million or came closest to it. Nearly seven thousand people submitted hundreds of words from AARDVARK (2,619,527,040) on down to ZYMOTIC (1,016,064). Judging from the comments, most contestants spent a minimum of four hours on the problem, and many burned themselves and their calculators out over a much longer period. Collectively, over three years were thus frittered away.

But in all that time, no one found a legitimate word equal to one million, though a few tried with BY-BY-BYS (which is not recognized by *Webster's Third*). All other attempts at hitting a "cool million" were submitted in jest. Scott Vgoretz of La Jolla, CA, pointed out that he could do it with abbreviations, "Gk. B.V. v.v.," meaning "Greek Blessed Virgin and vice versa," while a "Martian" named "Bobbo B. Bibble, III," who used "Webster's Thirb New Intergalactic Dictionary," suggested "Bwybbs" ("small furry tripeds somewhat resembling the legendary Tribble").

We didn't really expect anyone to find a word with a perfect score since it could only have been formed using various combinations of the letters B,G,K,Q,S,V,W,Y,Z. Not being able to hit a million on the nose, entrants had to find the number closest to a million that was factorable with some of the prime numbers between 1 and 26 (1,2,3,5,7,11,13,17,19,23). Once the closest such number was found, it was a (simple?) matter of scrambling the letter equivalents to find a suitable word.

The winning word: **HAWED,** with a value of 999,856. The words HEYDAY and SHEND also equal 999,856, but lose to HAWED since they follow it in alphabetical order. The most frequently submitted numbers other than 999,856 were 998,400 (GLASSY and SCABS) and 997,920 (FILES, GRIME, QUOTER, FORGE, TORQUE, and TULIPS, among others). And the longest "word" entered was pneumonoultramicroscopicsilivolcanocosis whose "valuosity" (to use a term coined by another entrant) is larger than we'd care to say.

Although only one first prize and four honorable mention prizes were promised, we have more than tripled the prize cache. Because an unusually large number of people submitted the winning word, the prize winners were determined by earliest postmarks. Duplicate first prizes (combination calculator/digital timepiece) go to John S. Wicklund of Wheaton, MD, and Mike Berman of Wilmington, DE. (Postmark August 2.) Honorable mention prizes (pocket calculator) go to ten people: Russell Slocum of Reading, PA; Charles Southwell of Washington, DC; Tommy Wall of Mt. Holly, NC; Charles Parkhurst of Dallas, PA; T.E. Levow of N. Miami Beach, FL; Charles K. Miller, Jr. of Jacksonville, FL; J.F. Hitzelberg of Fairfax, VA; William B. Hershey, III of Cheverly, MD; Jeffrey Hoskins of Alexandria, VA; and Michael D. McCall of Jacksonville, IL. (Postmark August 3.)

Since we can't name all the others who HAWED, and since some readers undoubtedly received the magazine after August 2, we felt it would be only fair to award an additional round of prizes based on a random drawing from *all* those who submitted the word HAWED. Thus, a third calculator/timepiece goes to Andy Boyer of Springfield, MA, and pocket calculators go to G. Michaels of Edmonton, Alberta, Canada; Gregory W. Said of Boise, ID; Janet Dowdy of Mayfield, KY; and Zorah Buchtmann of Blauvelt, NY.

Finally, special mention goes to Don Frazer of Dearborn Heights, MI, who submitted TEAETTE (the word that won Millionaire I) despite its new value of 94,958,864. Added Frazer: "It was good enough for the last contest, so it must be good for something in this one."

Just this much, Don.

—Contest administered by John Jacobson, Jr.

Jackie Chwast

Greetings!

That bewildered editor of the "If You Care A Lot Send Something Else" Greeting Card Company can now rest easy. If you entered the Greetings! contest (September/October, page 59), then count yourself among those who helped solve his problem.

The Grand Prize-winning entry written by Miles Klein of E. Brunswick, NJ, in the Original Occasion category, was:

Congratulations on your being cloned . . .

Now you'll really know what it feels like to be beside yourself.

Miles will receive *Webster's Third.*

Winning entries in the individual categories were:

1. *Birthday Card:* I can tell it's your birthday because . . .

I saw you erasing your birth certificate again.

Dan Jackson, Indianapolis, IN

2. *Get Well Card:* Your doctor says you got to him in the nick of time . . .

The hailstorm destroyed his roof, and he needed your "shingles."

Marian Desch, Cheyenne, WY

3. *Valentine:* Our love will stand the test of time, and all other tests which true love must pass . . .

Who is this guy Wassermann, anyway?

Dan Crawford, Manchester, IA

4. (Original Occasion) *Apology for dialing a wrong number:* Sorry I called your number by mistake in the middle of the night . . .

Does that mean you won't deliver the pizza?

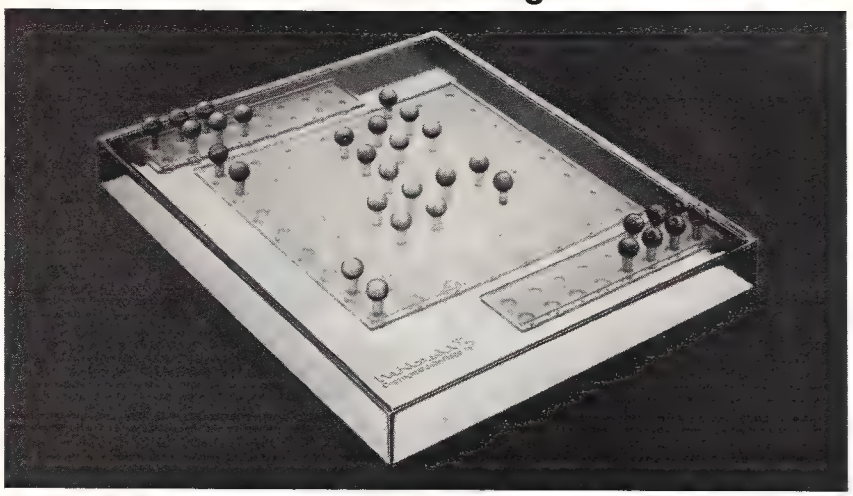
Lola Schancer Valley Stream, NY

All will receive a copy of *The Greeting Card Writer's Handbook.*

Congratulations. And thanks for making the "If You Care A Lot Send Something Else" Company what it is today. □

—Contest administered by Gloria Rosenthal.

The GameKeeper Introduces the New Game Rage



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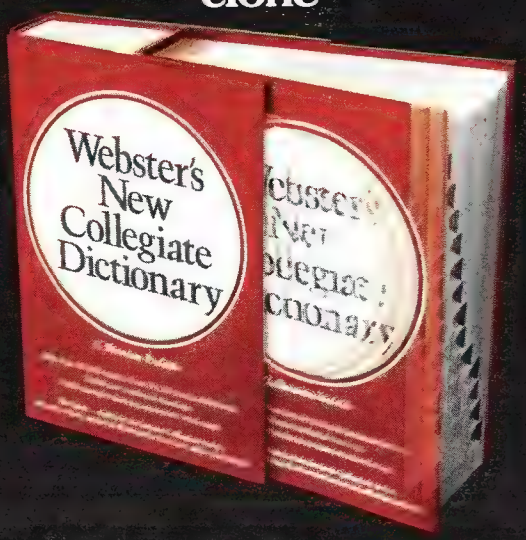

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The Game Of Asha

(continued from page 15)

Day after day in that garden, Zarathustra demonstrated with his pebbles the laws of the universe.

the Sun, Water, Air, Food, Man, Earth, Health, and Joy. Counterbalancing these among the Khrafstras were Darkness, Impure Water, Impure Air, Impure Food, Inferior Man, Barreness, Disease, and Sadness.

Of the Ahuras and Devas, Power and Peace, and their dark opponents, Weakness and Violence, moved only in straight lines vertically or horizontally. Love and Work, and also Hatred and Idleness, moved in a manner quite distinct from all the others, namely one square in any direction and one square obliquely. Wisdom and Eternal Life, Ignorance and Death moved only in straight lines, but always obliquely, one of each pair always on dark squares, one always on the light. Among the Ahuras, the Preserver, and among the Devas, the Spoiler, moved with great power and flexibility—in straight lines always, but in any direction, to the eight points of the compass. Of Ahura Mazda, the Creator, and of Ahriman, the Destroyer, we have already spoken; each could move in any direction, but always one square at a time, in accordance with the will of that power himself. For the wise king will always send to battle his agents, so that he may better plan his defenses and attacks.

Day after day in that garden, the Great Sage demonstrated with his pebbles the laws of the universe and the great struggle between the forces of light and darkness. And King Vishtaspa was delighted to learn a method of wherein he might discern not only the forces which govern the universe, but perhaps, one day, even the will of God.

It is said that to reward Zarathustra for teaching him the Royal Game, the Game of Asha, King Vishtaspa promised Zarathustra anything he desired. Zarathustra replied that he wished only to be paid in kind: let a single grain of wheat be placed on the first square of the board of sixty-four squares and two on the second. On the third let there be placed four, and on the fourth, eight, and so on, simply doubling on each square the number of grains on the preceding square. Charmed by this modest request, King Vishtaspa ordered his servants to fulfill the promise.

Why was the promise never fulfilled? □

Answer Drawer, page 60

The Sports Page

(continued from page 44)

I said to Haden, "You can quarterback the Cowboys, or Minnesota, or anybody."

©'78 Neil Leifer/Camera 5

Pat Haden, quarterback, Los Angeles Rams.

"You have a choice of nine different offensive plays you can call and six different defensive formations," I said.

"Joe handled a difficult situation very well," Haden said. "I have to admire him for that."

"You have a choice of twenty-eight teams," I said. "You can quarterback the Cowboys, if you'd like, or Minnesota, or anybody."

"I learned a great deal from Namath," Haden said. "If you have any more questions, let me know later, OK?"

He walked off to read his playbook, and I went back to Dryer. "Is there anybody here," I said, "you think would like to play a game of football with me?"

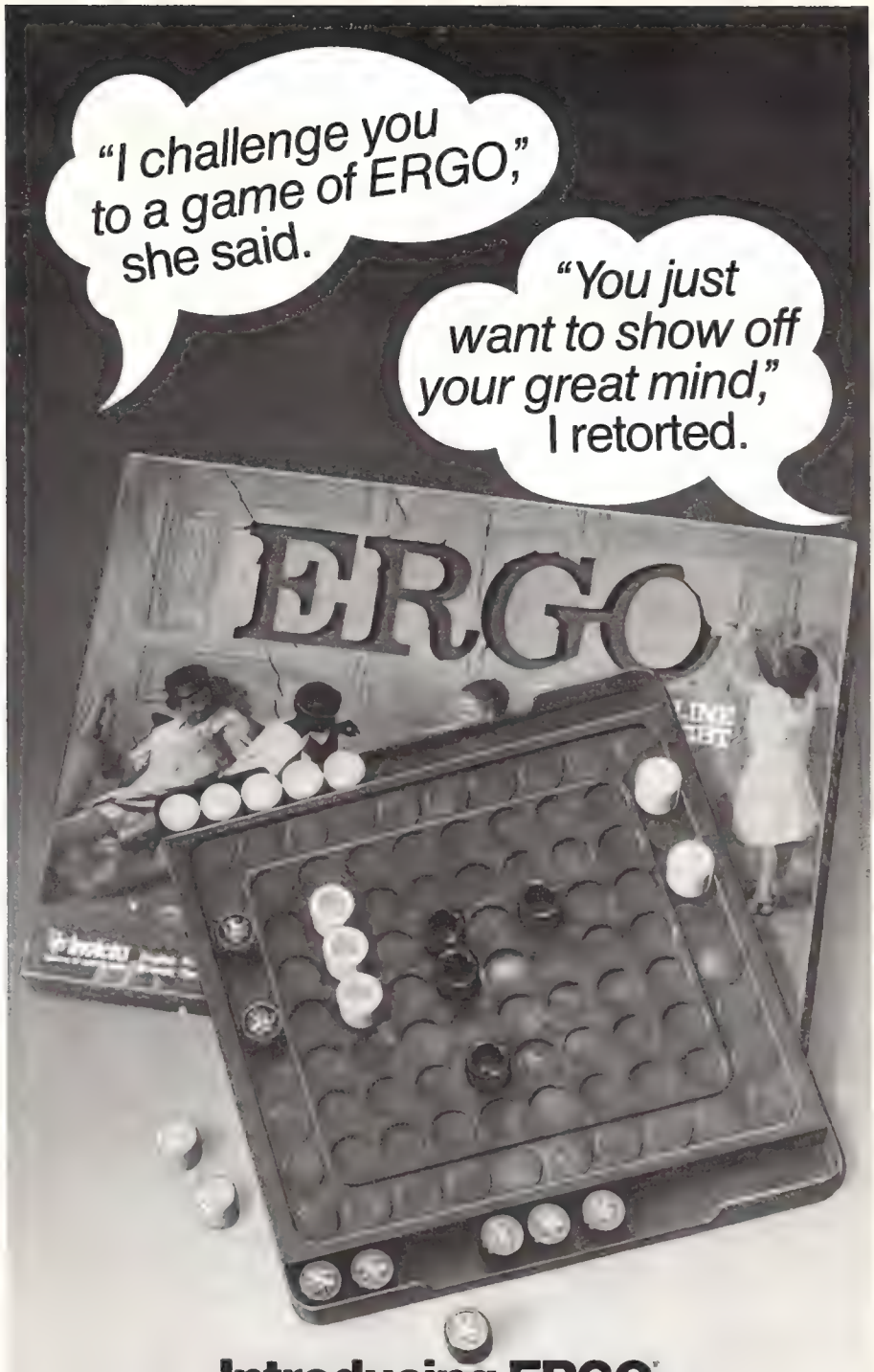
Dryer brightened. "Sure," he said. "George."

George Allen! Why didn't I think of that? The man lives and breathes football. He would be the perfect opponent.

But before I could get to Allen, to test his football genius, he was fired. He was fired two games into the exhibition season. He was fired before he had coached the Rams in even one regular-season game. He was fired before he had had time to play me even one game of Paydirt. I couldn't pick on a man when he was down.

Under Allen's successor, Ray Malavasi, the Rams started a long winning streak. They could eventually wind up in the Super Bowl. If they do, and I am there, I will challenge Malavasi to a game of Paydirt. I will accept no excuses this time. □

Dick Schaap is a sportscaster for NBC News, a former city editor of the New York Herald Tribune, *and author of twenty books, including most recently,* .44, *in collaboration with Jimmy Breslin.*



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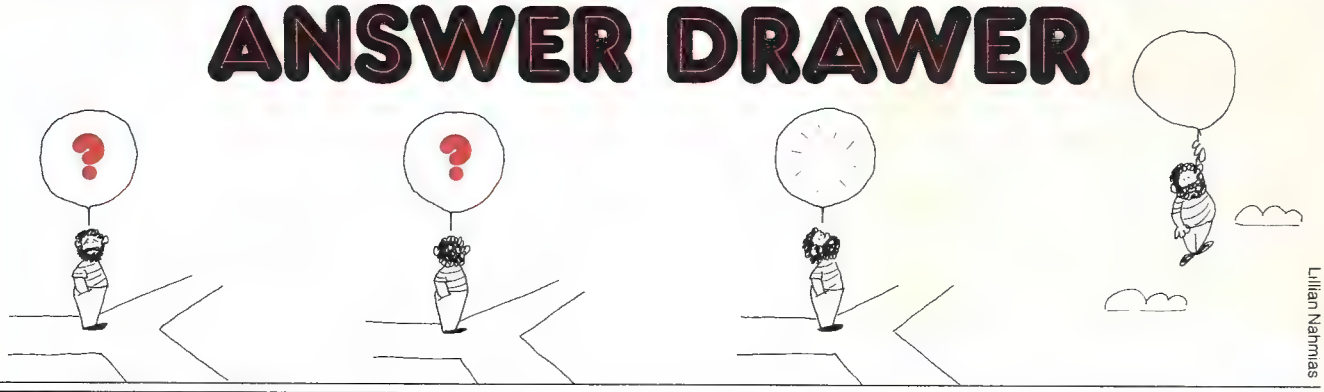


Lillian Nahmias

National Puzzlers' League (Pages 10, 11)

THE LICENSE PLATE GAME: Exchequer; Kickback; Mayhem; Quinquereme (an ancient galley propelled by five banks of oars).
DEFINITION: Putting on heirs; Sax and violins; An organ recital.
THE TONTO GAME: No, Clare Boothe Luce; No, Howard Cosell; No, John Greenleaf Whittier; No, Mona Lisa.
HEADS YOU WIN: atypical (7); brightness (9); chasten (6); devolution (9); evaluation (9); frightfully (10); gastronomical (12); harbor (5); islander (7); junction (7); knightly (7); literate (7); meagerness (9); nevermore (8); orotund (6) presidential (11); [no q's]; revolutionary (12); speculation (10); treasonable (10); upraise (6); vindication (10); whereabouts (10); [no x's]; yourselves (9); zone (3). Total Score: 199.

Talking Back (Pages 12, 13)

1. Charlie Chaplin playing the priest in *The Pilgrim* (1922). Who else could look this pious from the rear?
2. Sophia Loren undressing for her doctor (Peter Sellers) in a scene from *The Millionairess* (1961).
3. The classic Alfred Hitchcock pose, off the set of *To Catch a Thief* (1955). Cary Grant and wife Betty Drake seem quite amused.
4. Laurel and Hardy surveying their situation in *Fra Diavolo* (1933).
5. It was indeed *A Hard Day's Night* for John, Paul, George, and Ringo when the Beatles made their first film (1964).
6. Rita Hayworth playing the shady lady in *Miss Sadie Thompson* (1953).
7. Elizabeth Taylor (note her short waist) displaying a rather exotic hair-do which she wore in *The V.I.P.s* (1963).
8. A make-up man prepares Yul Brynner for his next scene in *The Ten Commandments* (1956).

Henny Youngman (Page 19)

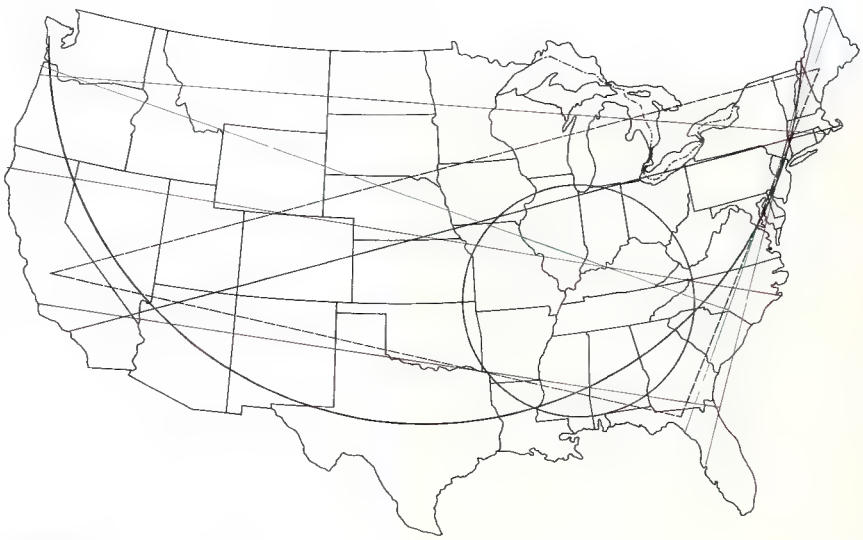
1. . . . you're too drunk to sing."
2. . . . pulled a small mirror from her handbag, glanced in it, and with relief said, "Yes, it's me all right."
3. . . . a picture of a mouse.
4. . . . It was ridiculous. The house was full of animals.
5. . . . the third cross-eyed prisoner said, "I didn't say anything."
6. . . . Make up your mind, lady. I've got to know which way to tilt this chair."
7. . . . Half-past four!"
8. . . . the mud fell off.
9. . . . I don't know. I never bathed any."
10. . . . I just hate it when the children play inside."
11. . . . I'll buy you another dog."
12. . . . Santa, what do you need?"
13. . . . turns to a muffler."
14. . . . escalator.
15. . . . parked car.
16. . . . I didn't know my father could hit that hard.
17. . . . Get under my couch."
18. . . . Penicillin.
19. . . . this is the greatest wreck you'll ever see."
20. . . . be careful when accepting bribes.

The Game of Asha (Pages 14, 15)

The game is, of course, chess. The reason the promise was never fulfilled is that it would have required over 18 quintillion (18,000,000,000,000,000,000) grains of wheat. Try multiplying it out for yourself. That much wheat would weigh, conservatively, 500 billion tons, far more than our planet has yielded in its entire existence.

Mappit (Page 17)

Answers are shown in the diagram below, with lines coded to the question numbers as follows: (1) black; (2) blue; (3) red; (4) black dashes; (5) black—circle; (6) black—arc. We have taken a cautious view on (6): had we included Maine, it appears we'd have missed either Vermont or Pennsylvania, though it's very close.



Hit the Charts (Pages 22, 23)

1. f, e, b, d, a, c
2. The Stone Poneys
3. Jimi Hendrix
4. 1-d, 2-a, 3-f, 4-e, 5-c, 6-b
5. Tom and Jerry
6. Cass Elliott or Denny Doherty, who joined the Mamas and the Papas; or Zal Yanovsky, who joined the Lovin' Spoonful
7. Little Richard
8. James Brown, Aretha Franklin
9. The Hawks
10. They all come from New Orleans.
11. Banana smoking
12. The Beach Boys, California girls
13. Stevie Wonder (spelled backwards)
14. Crosby came from the Byrds, Stills and Young from Buffalo Springfield, and Nash from the Hollies.
15. Buddy Holly, J. P. Richardson ("The Big Bopper"), and Ritchie Valens; *American Pie* by Don McLean
16. 1-e, 2-g, 3-f, 4-a, 5-b, 6-c, 7-d
17. Abba
18. James Taylor and Carly Simon
19. 1-c, 2-e, 3-b, 4-f, 5-a, 6-d
20. Danny and the Juniors

Call Our Bluff (Page 47)

1. True. 2. True. 3. True. 4. True.
5. Bluff. Gibberish apparently stems echoically from jabber, itself derived from the Middle English *jaberen,* a word imitating fast, indistinct chatter.
6. True. 7. True.
8. Bluff. Nothing mysterious here. Ketchup simply anglicizes the Chinese *ke-tsiap,* a sauce for meat, fish, etc.
9. Bluff. Marmalade derives from the Portuguese *marmelo* (quince) which in turn comes from the Latin *melimelum* (sweet apple).
10. True. 11. True. 12. True.
13. Bluff. Pumpernickel comes from two German words, *pumpern* (to break wind) and *Nickel* (a demon or devil). The bread was apparently thought crude enough to upset the digestion of Old Nick himself.
14. Bluff. Ragamuffin is an alternate spelling of Ragomoffyn, the name of a demon in disreputable attire, who appeared in *Piers Plowman* (c. 1393) by the English poet, William Langland.
15. Bluff. Smithereens is an English pronunciation of the Irish/Gaelic *smidirin,* the diminutive of *smiodar* (fragment).
16. True. 17. True.
18. Bluff. Typhon was indeed a mythological monster, but typhoon derives from the Chinese/Cantonese words, *tai* (great) and *fung* (wind).

Invisible Letters (Page 45)

A. EIGHTY
B. PEIPING ("bayping")
C. SEASON
D. TAOISM ("dowizm")
E. POLICING
F. LAUGHTER
G. JEANS
H. NAVAJO *or* JUNTA
I. EYEBALL
J. GENERAL
K. CARPET
L. W-SHAPED
M. GRANDPA
N. COMPTROLLER *or* COMTESSE
O. BUREAU
P. HICCOUGH ("hikkup")
Q. CUTICLE
R. COLONEL
S. CELERY
T. KISSED
U. VIEWPOINT
V. OF *or* EISTEDDFOD ("eyestethvod")—a Welsh arts festival)
W. SOMEONE
X. BLOCKS
Y. WIDESPREAD
Z. ROSES

Games Mathematicians Play (Page 56)

To use the perfect Nim strategy, it is essential only to know how to express the number of stones in each pile as a binary (base 2) number and then perform some simple arithmetic. "Ordinary" base 10 numbers are expressed as sums of multiples of ten; that is, the last digit before the decimal point represents the number of 1s, the preceding digit the number of 10s, the digit before that the number of 100s, etc., the sum of which is equal to the number being expressed. Base 2 numbers are expressed as sums of multiples of two: the last digit still represents 1s, but the preceding digit expresses the number of 2s, the one before that 4s, then 8s, 16s, and so on. The base 10 number twenty-five, for example, would be expressed in base 2 as 11001 since it is the sum of one 16, one 8, zero 4s, zero 2s, and one 1.

To win at Nim, express the number of stones in each pile as a binary number. If at some point in a game, for example, the numbers of stones left in each pile were two, seven, and eight, the binary equivalents would be 10, 111, and 1000, respectively. Now add these numbers together, using the special "Nim-addition" rule that $1 + 1 = 0$. In the example above, the Nim-sum is 1101. To obtain a winning position, it is necessary at each turn to remove stones in such a manner that the Nim-sum of the remaining piles of stones is zero. In this case, removing three stones from the pile with eight will do the trick, as that will leave the sum $10 + 111 + 101 = 0$. A quick method to find the correct move is to find the Nim-sum of the two smallest piles (here, $10 = 111 = 101$), then figure out how many stones must be removed from the largest pile to equal this sum (1000 [base 2] − 101 [base 2] $= 8 - 5 = 3$). It turns out, by the way, that it is always possible for a player to leave a zero Nim-sum unless there was already a zero Nim-sum at the start of his turn.

Note: Some people play a version of Nim in which the last player to move is the loser rather than the winner. The strategy in this version, interestingly enough, is exactly the same until the next-to-last move of the game—that is, the player who can leave a zero Nim-sum after each turn (except his last) will win.

Eyeball Benders (Pages 52, 53)

1. Automobile headlight
2. Comb with Op-Art design
3. Telephone dial
4. Walnut
5. Swiss Army knife
6. Green pepper
7. Umbrella spoke
8. Garbage can lids
9. Clasp on manila envelope
10. Waistband of men's underwear
11. Ball of twine
12. Pencils
13. Softball seam
14. Spiral pasta
15. Scotch Tape and dispenser
16. Tomatoes
17. Garden hose

Pool Checkers (Page 54)

Problem 1. (1) f2–e3, d4xf2; (2) c3–d4, e5xe1(K); (3) b2–c3, e1xb4; (4) a3xg1, a5–b4; (5) a1–b2, b4–a3; (6) b2–c3, a3–b2; (7) c3xa1. Black wins.

Problem 2. (1) e3–d4, c5xc1(K); (2) a3xc5, c1xe1; (3) g1–f2, e1xg3; (4) h2xb8(K). The two White men must sooner or later move onto the b8/h2 line controlled by the Black king and be captured. Black wins.

Problem 3. (1) f2–g3, f4xd2; (2) g1–f2, h2xf4; (3) b6–c7, d8xd4; (4) f2–e3, d4xf2; (5) b4–c5, d6xb4; (6) a5xg7, f8xh6; (7) h4xd8(K), b8–a7; (8) d8–a5, h6–g5; (9) a5–d2, g5–h4; (10) d2–e1, a7–b6; (11) e1–f2, b6–a5; (12) f2–e1, a5–b4; (13) e1xa5, h4–g3; (14) a5–b6, g3–h2; (15) b6–g1. Black wins.

Backgammon (Page 55)

a) (Diagram 2) 5-1 MR QR. It is better not to slot your 3-point, for a shot may materialize on the next roll. By making a five-point block you will be very adequately prepared.

b) (Diagram 3) 6-4 DJ DH. By all means keep the 1-point so that you will have a chance of winning right up to the end. Playing D—N is risky, for the blot you leave on the 3-point could be hit and pointed on with several rolls; if this occurs, you could be gammoned.

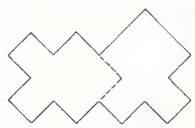
c) (Diagram 4) 4-1 CD MQ. Your 4-point can wait. It is better practice to get your fifth back man in escape position in case you throw high numbers repeatedly.

d) (Diagram 5) 2-2 R—V TV WY. No need for fancy maneuvering here. Make a four-point inner board and pray for a shot.

Ten Tricky Brain Teasers (Pages 18, 19 of November/December issue)

1. Did you solve this with five toothpicks as shown below left? Actually, you can get the devil out of bed with four picks interlocked as shown below right. Set fire to any of the three corners.

2. The magician asked the man, "Did the liar thumb his/her nose?" If the man said no, then he did it. If he said yes, the woman did it.
3. The figure is cut into congruent halves like this:



4. Two weighings will do the job. Divide the nine balls into three sets of triplets. Weigh one triplet against another. If a pan goes down you know the heavy ball is among the three on that pan. Pick any two of these balls and weigh one against the other. If one side goes down, you have found the ball. If they balance, the heavy ball must be the one you put aside. In either case, you have found the odd ball in two weighings.

Suppose the two triplets balance on the first weighing. You know then that the heavy ball is in the remaining triplet. As described above, the heavier ball of this triplet is easily identified by weighing any ball of the triplet against any other.

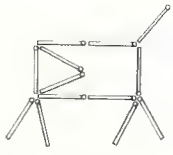
5. Cross out every other letter, starting with N. This eliminates NINE LETTERS, leaving A SINGLE WORD.
6. Only by moving his rook four squares to the left can White avoid checkmating Black.
7. A. Move poker chips 3 & 4 to the left end, the 4 touching the 1.

B. Move 4 & 1 into the gap.

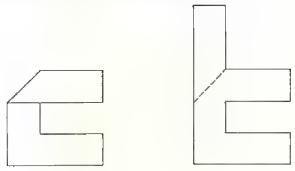
C. Move 1 & 5 to far left, leaving a space equal to two chips between 5 and 3.

D. Move 2 & 4 into the left gap.

8.

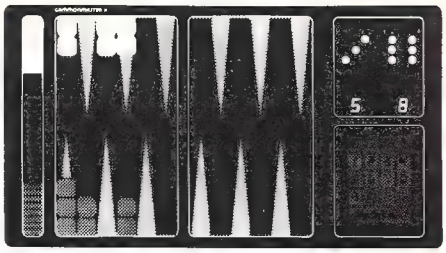


9. As the pictures below show, the folded letter is an upside-down and turned-over F.



10.
$$\begin{array}{r} 859091 \\ +\,461371 \\ \hline 1320462 \end{array}$$

It plays you!



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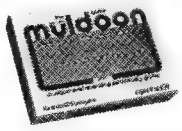

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Right Angles # 1—Stuck! (Page 25)

N	E	R	E	D	1 A	D
R	E	E	T	O	I	R
O	B	M	A	O	2 R	A
3 C	S	I	4 V	5 D	E	H
O	A	K	I	R	6 P	7 C
8 S	9 H	10 A	T	11 P	I	L
E	U	G	12 S	13 I	D	14 O

Right Angles # 2—Gazetteer (Page 25)

1 N	2 A	3 C	O	L	N	E
A	L	E	S	O	O	4 M
V	A	J	O	R	A	5 M
E	6 B	A	7 M	A	8 S	O
R	9 I	W	10 A	D	A	L
A	11 S	O	N	O	M	A
L	12 C	A	Y	13 N	E	14 P

Dszquphsbnt! (Page 26)

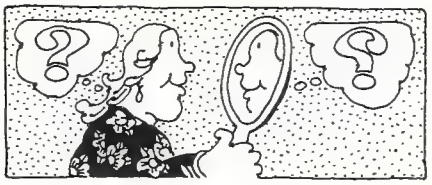
1. SHANK'S MARE (key word: WALKING) The reason walking has not become a lost art is because we must have some means of getting to our garage.
2. WISE SAYING (key word: DANGEROUS) Yiddish proverb: Everyone fears a goat from in front, a horse from the rear, and a fool on every side.
3. VOTED FATHER OF THE YEAR (key word: TRIPLE) Doctor: "I have to report, sir, that you are the father of triplets." Politician: "Impossible. I demand a recount."
4. MOVING VAN NOT NEEDED (key word: SMART) How ingenious an animal is a snail: when it encounters a bad neighbor, it takes up its house and moves away. Philemon.
5. AIN'T IT THE TRUTH (key word: ANXIETY) When you need advice, everyone is ready to help you; when you need help, everyone is anxious to advise you.
6. UNCIVIL WARFARE (key word: TRUMP) The old quarrel between North and South has spread to East and West and is now called contract bridge.
7. THOSE GOOD OLD DAYS? (key word: HISTORY) Nothing makes you feel older than discovering that your children's history lessons are what you studied as current events.
8. PSYCHOLOGY (key words: KNOW THYSELF) Blame is a neat little device that you can use whenever you don't want to take the responsibility for something in your life. Dr. Wayne Dyer.

Pets (Page 27)

M	A	N	O	■	A	S	P	I	C	■	A	S	I	N
A	J	A	R	■	S	T	E	N	O	■	D	O	S	E
D	O	M	E	S	T	I	C	A	N	I	M	A	L	S
E	Y	E	■	T	U	R	K	■	S	N	I	P	E	S
■	■	■	B	A	T	S	■	P	O	R	T	■	■	■
K	A	R	A	T	E	■	S	A	L	E	S	M	E	N
A	L	I	B	I	■	■	T	I	E	■	■	A	D	E
P	L	A	Y	C	A	T	A	N	D	M	O	U	S	E
P	A	N	■	■	N	O	R	■	■	A	D	D	E	D
A	N	T	E	A	T	E	R	■	W	I	D	E	L	Y
■	■	■	A	L	E	S	■	O	I	L	S	■	■	■
A	D	O	R	E	D	■	A	R	N	E	■	L	O	U
R	A	I	N	C	A	T	S	A	N	D	D	O	G	S
E	L	S	E	■	T	R	I	T	E	■	A	B	L	E
S	E	E	D	■	E	A	T	E	R	■	D	E	E	D

Back and Forth (Page 27)

1. BIB
2. EVE
3. ANNA
4. DEED
5. OTTO
6. NOON
7. TOOT
8. PEEP
9. RADAR
10. LEVEL
11. MADAM
12. REFER
13. SHAHS
14. SOLOS
15. KAYAK
16. TENET
17. CIVIC
18. HANNAH
19. REDDER
20. REPAPER

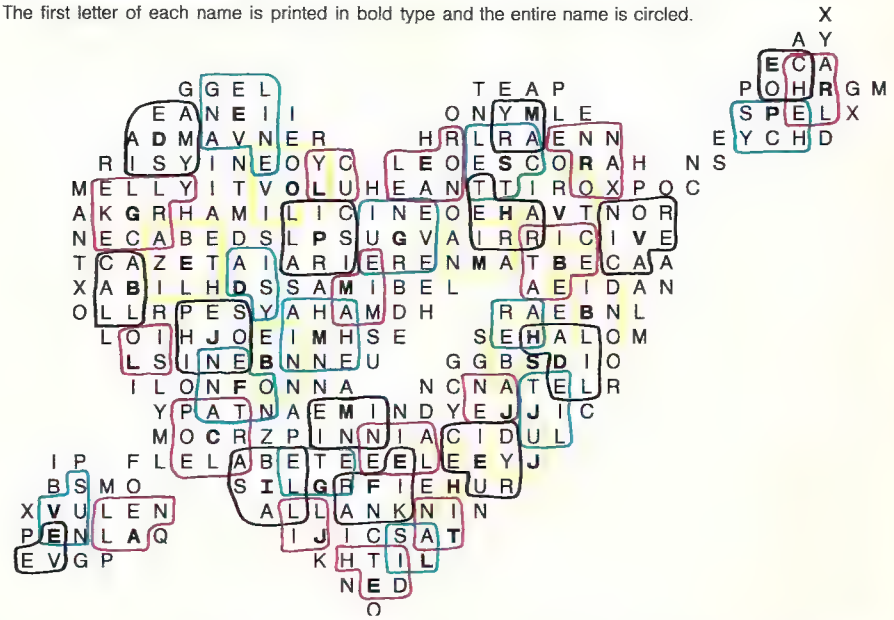


The Tube (Page 29)

■	P	E	R	M	I	T	■	L	O	A	F	E	R	■
G	E	N	U	I	N	E	■	U	N	C	O	V	E	R
L	A	T	E	R	A	L	■	C	U	T	R	A	T	E
A	S	I	D	E	■	E	L	K	S	■	E	D	I	T
D	O	C	■	D	E	V	I	■	■	■	■	I	N	O
S	U	E	S	■	V	I	V	A	■	P	E	N	A	L
■	P	R	E	M	I	S	E	D	■	R	A	G	E	D
■	■	■	V	A	L	I	D	A	T	O	R	■	■	■
P	A	N	E	L	■	O	R	P	H	A	N	E	D	■
A	Z	U	R	E	■	N	A	T	O	■	S	M	E	W
E	A	R	■	■	■	M	A	U	L	■	I	B	A	■
A	L	S	O	■	G	O	A	T	■	O	F	T	E	N
N	E	E	D	L	E	R	■	I	D	E	A	T	E	D
S	A	R	D	I	N	E	■	O	U	S	T	E	R	S
■	S	Y	S	T	E	M	■	N	O	S	E	R	S	■

Two's Company (Page 28)

The first letter of each name is printed in bold type and the entire name is circled.



1. EVE
2. VENUS
3. VICTORIA
4. CLEOPATRA
5. VERONICA
6. GUINEVERE
7. BACALL
8. ALLEN
9. LUCY
10. BONNIE
11. PSYCHE
12. ROXANNE
13. BLONDIE
14. BEATRICE
15. LISA
16. DAISY
17. MAMIE
18. ISABELLA
19. ELEANOR
20. EVANGELINE
21. GRETEL
22. LOIS
23. MINNEHAHA
24. TINA
25. JILL
26. RACHEL
27. PRISCILLA
28. FRANKIE
29. ELAINE
30. DAISY MAE
31. FONTANNE
32. MINNIE
33. JOSEPHINE
34. ECHO
35. EURYDICE
36. HARRIET
37. HELEN
38. ELIZABETH
39. OLIVE OYL
40. JUDY
41. GRACE KELLY
42. SCARLETT
43. MARIAN
44. JULIET
45. EDITH
46. DELILAH
47. SHEBA
48. JANE
49. MARY
50. HERA

Time to Retire (Page 29)

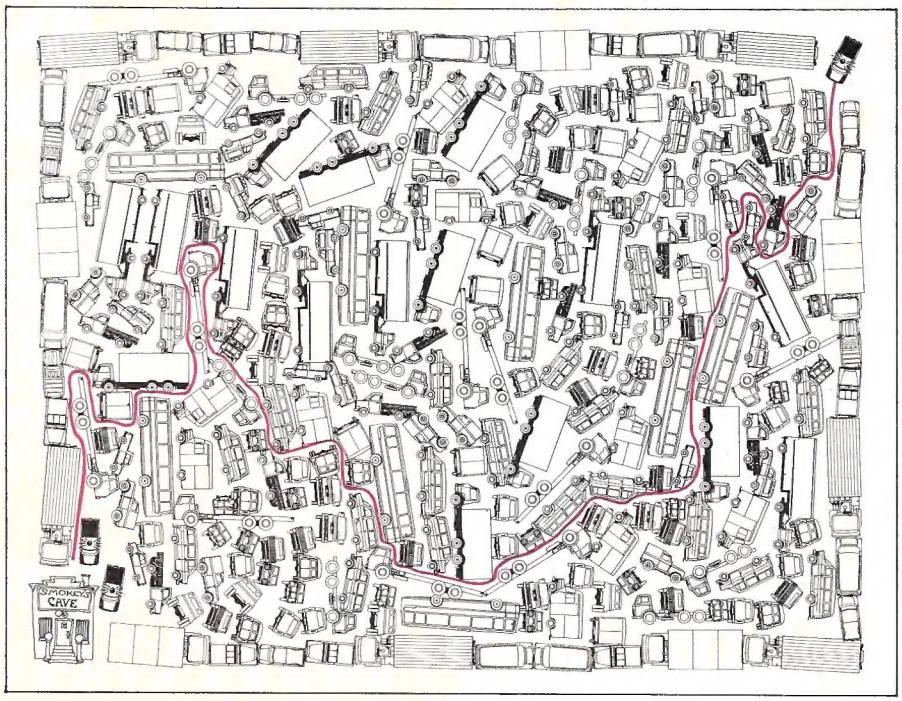
1. drawing bored
2. scorebored
3. bored of elections
4. emery bored
5. a man overbored (or seabored, starbored, etc.)
6. diving bored
7. keybored (or sounding bored)
8. parole bored
9. bored of trustees (or again bored of education)
10. cutting bored
11. dashbored
12. buckbored
13. breadbored
14. ironing bored
15. all abored (or bored of transportation)
16. bored of directors

Pulling Rank (Page 31)

T	A	P	E	R	S	■	S	C	A	L	P	■	T	A	C	O	M	A
A	I	R	L	O	G	S	■	T	O	R	E	R	O	■	E	N	A	M	O	R
P	R	I	V	A	T	E	P	A	R	T	I	E	S	■	A	N	N	A	L	S
E	L	V	E	R	■	N	A	P	P	Y	■	C	L	A	M	■	I	N	T	O
M	A	A	S	■	S	H	I	E	S	■	F	L	O	S	S	■	S	I	O	N
A	N	T	■	E	T	O	N	S	■	E	A	U	■	S	P	A	M	■	■	■
N	E	E	D	L	E	R	■	■	B	A	R	D	■	■	I	M	A	G	O	■
■	S	P	E	C	I	A	L	F	O	R	C	E	S	P	R	O	J	E	C	T
■	■	R	A	I	N	■	A	L	O	N	E	■	P	O	I	S	O	N	E	R
S	C	A	L	D	■	■	T	O	E	S	■	R	U	S	T	■	R	E	L	Y
L	A	C	■	■	■	S	H	O	R	T	T	I	M	E	■	■	■	R	O	T
O	R	T	H	■	C	A	I	D	■	R	I	C	O	■	■	P	L	A	T	O
A	G	I	O	T	A	G	E	■	S	I	T	I	N	■	C	O	A	L	■	■
N	O	C	O	R	P	O	R	A	L	P	U	N	I	S	H	M	E	N	T	■
■	S	E	P	I	A	■	■	T	E	E	S	■	■	C	A	P	T	U	R	E
■	■	S	O	C	K	■	T	D	S	■	L	A	I	R	S	■	I	A	N	■
A	R	A	K	■	I	O	W	A	S	■	F	A	K	E	D	■	A	S	I	F
L	O	T	I	■	T	R	A	C	■	S	A	T	I	N	■	B	E	A	N	O
O	C	T	R	O	I	■	C	H	I	C	K	E	N	C	O	L	O	N	E	L
S	C	A	T	H	E	■	S	E	R	A	I	L	■	E	L	A	N	C	E	D
T	O	R	S	O	S	■	■	D	E	R	R	Y	■	■	A	S	S	E	S	S

The Airport Maze (Page 30)

DeWrecked Route (Pages 32, 33)



Double Cross (Page 35)

Jackie Gleason is my idea of an athlete. "I get plenty of exercise," says The Great One. "Immediately after waking up, I always say sternly to myself, 'Ready, now. Up. Down. Up. Down.' And after three strenuous minutes I tell myself, 'Okay, boy, now we'll try the other eyelid.' "
—Joey Adams, "Strictly for Laughs"

A. JOLLY ROGER
B. OXYMORON
C. EMPORIUM
D. YAWNED
E. AWKWARD
F. DYNASTY
G. APPELLATE
H. MONKEYSHINES
I. SEA WALL
J. SEDITION
K. TELEMETRY
L. RENETTED
M. INFINITY
N. CHEMICAL
O. TWINKLETOES
P. LOOSE
Q. YEASTY
R. FATE OF
S. OYSTER BAY
T. RENEWED
U. LEFT-EYED
V. AIRTIGHT
W. USUALLY
X. GUFFAW
Y. HAUGHTINESS
Z. SENATE

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From China to Arabia (Page 34)

Sound Familiar?
United States Cities:
Washington
Chicago
Los Angeles
New York
Seattle
Canadian Cities:
Montreal
Vancouver
Ottawa
European and Asian Cities:
Amsterdam
Berlin
Dublin
Copenhagen
Leningrad
Liverpool
London
Madrid
Monte Carlo
Moscow
Munich
Naples
Singapore
Vienna
Jerusalem

Look Familiar?
The ten Arabic numerals are:

0	1	2	3	4	5	6	7	8	9
٠	١	٢	٣	٤	٥	٦	٧	٨	٩

Note the appearance of ٢ and ٣ when viewed from the side.

Translations of the arithmetic problems are:

6	72	302
+1	×12	+652
7	864	954

From A to Z (Page 37)

FindtheSpaces (Page 37)

1. AX
2. SAW
3. ADZ
4. FILE
5. PLANE
6. HAMMER
7. DRILL
8. WRENCH
9. CHISEL
10. SCREWDRIVER

Sleuth (Page 40)

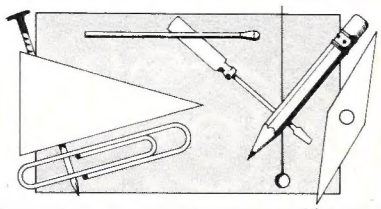
1. B has 2 Red Opal cards and A has 1 Red Opal card, so all Red Opal cards are held by A and B.
2. C has 2 Opal Pair cards, which must be Green Opal Pair and Yellow Opal Pair, since Blue Opal Pair and Red Opal Pair are held by others.
3. C has 1 Opal Cluster card but 0 Blue Cluster cards. Since Green Opal Cluster and Red Opal Cluster are already accounted for, C must have Yellow Opal Cluster.
4. C has 1 Yellow Diamond card. C also has 3 Yellow cards. Since C has already been shown to have Yellow Opal Pair and Yellow Opal Cluster and the third Yellow card is in the Diamond area, C cannot have Yellow Pearl Pair or Yellow Pearl Cluster.
5. B has 1 Green Cluster card. A has 3 Green cards but 0 Green Solitaire cards. Since Green Opal Pair and Green Opal Cluster have already been accounted for, A's 3 Green cards must be Green Pearl Pair, Green Diamond Pair, and either Green Pearl Cluster or Green Diamond Cluster. (It can be proved that A has Green Pearl Cluster rather than Green Diamond Cluster, but this is not necessary for the solution.)
6. A has 1 Red Pearl card. This must be Red Pearl Pair, since Red Pearl Solitaire and Red Pearl Cluster are already accounted for.
7. A has 2 Pearl Pair cards. Since A has already been shown to have Green Pearl Pair and Red Pearl Pair, A cannot have Yellow Pearl Pair or Blue Pearl Pair.
8. B, as stated before, has 2 Red Opal cards. B also has 2 Blue Pearl cards and 4 Diamond cards. This limits the location of all 8 of B's cards to the Red Opal, Blue Pearl, and Diamond areas. Among the cards that B cannot have is Yellow Pearl Pair, which has already been proved not to be in the possession of C or A. Therefore, Yellow Pearl Pair is the solution. (The fact that B has 2 Yellow cards has no bearing on the solution. They must both be in the Diamond area.)

Chess Editor Shelby Lyman has been on sabbatical telecasting the games of the recent Karpov-Korchnoi World Championship Match (page 8). His regular column will return next issue.

EUREKA

EUREKA is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ **Beguilers** (September/October, page 15). James Surmanek of Chicago, IL, has pointed out that the longest object in picture number 3 is the rectangle, not the nail. Ken Simmons of Irvine, CA, agrees, further noting that the blue circle is the shortest object. Though these improved solutions are based upon a novel interpretation of the question that was posed, their correctness cannot be disputed.



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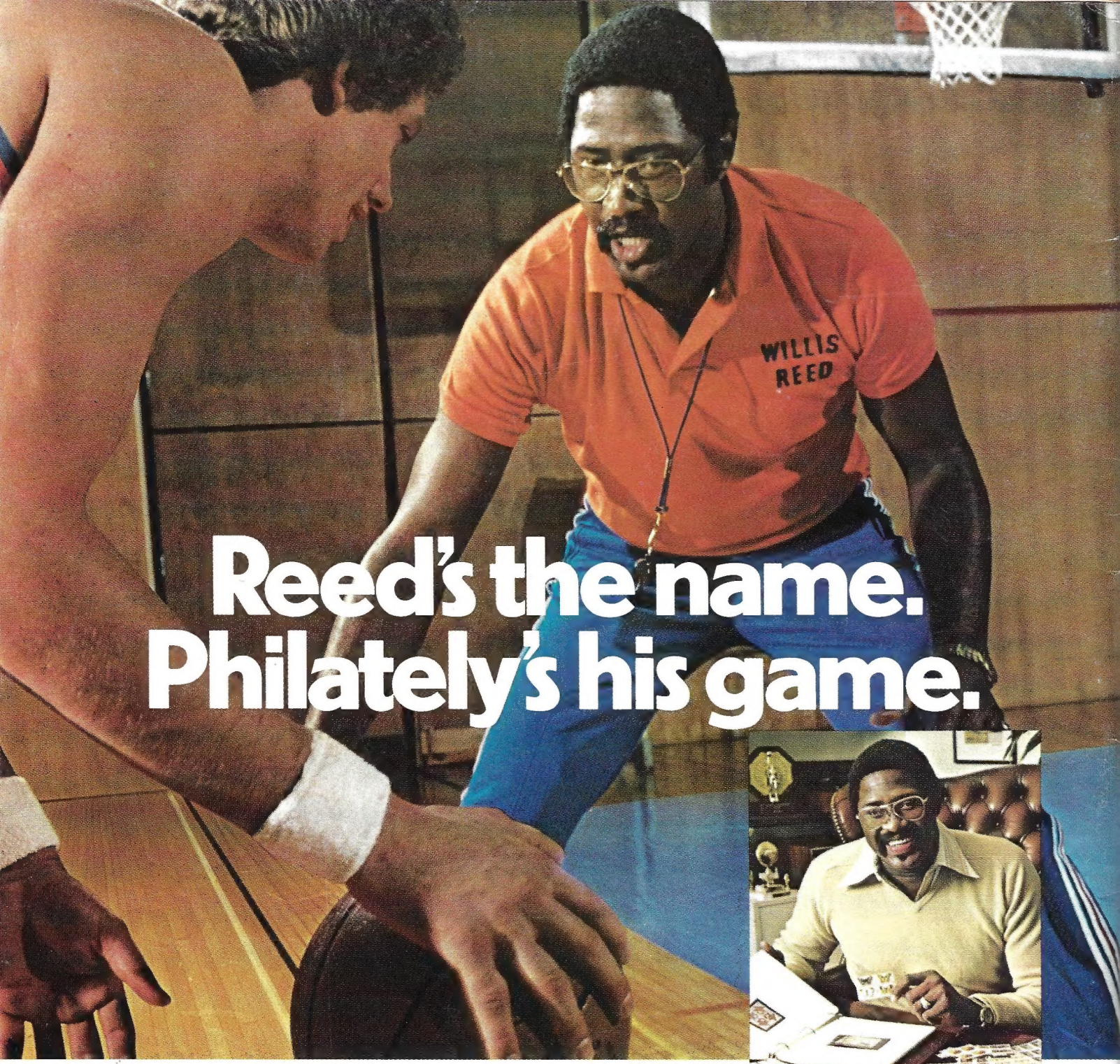

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